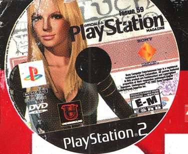

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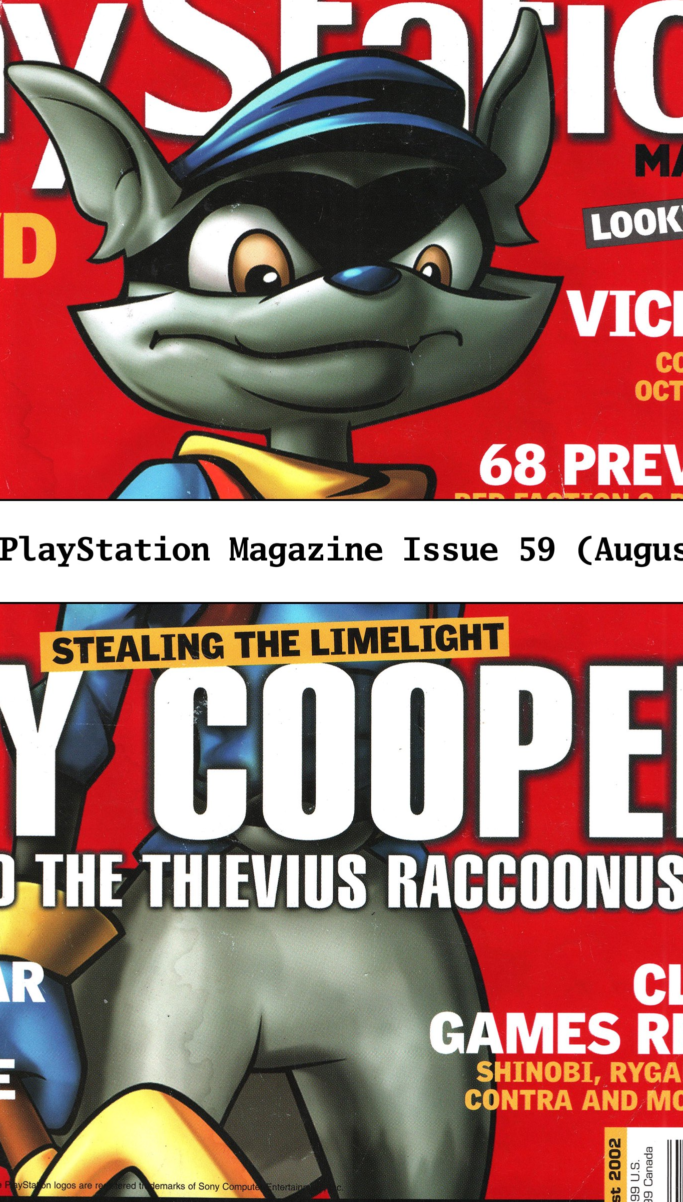
ZIFF DAVIS MEDIA

AUGUST 2002
ISSUE 59

OFFICIAL U.S. PlayStation MAGAZINE



PLAYABLE!

PS2 DVD INSIDE!

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FREEKSTYLE
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TAZ: WANTED

LOOK!

GTA VICE CITY

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STEALING THE LIMELIGHT

SLY COOPER

AND THE THIEVIUS RACCOONUS

METAL GEAR SOLID 2: SUBSTANCE

WHAT EXACTLY IS IT ALL ABOUT?

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(c-12)
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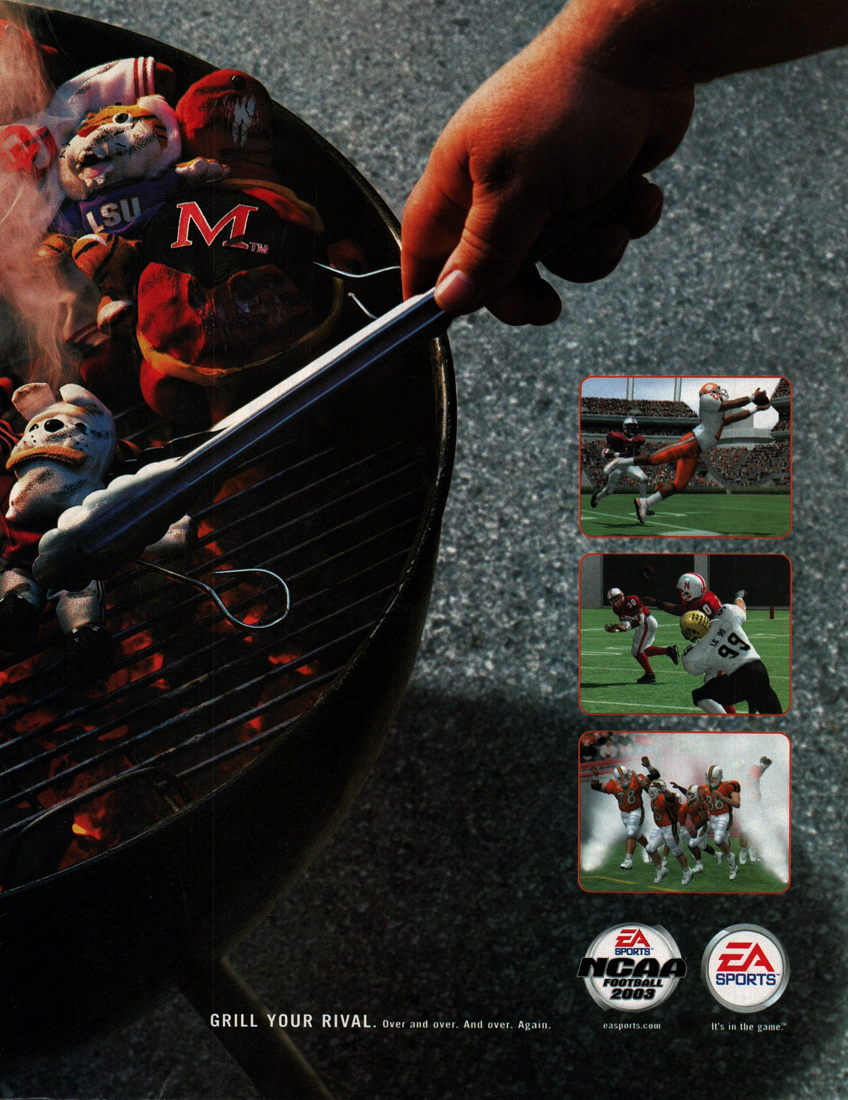
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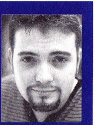

John Davison
Editor in Chief

There have been so many character-based games over the years that it's easy to get confused between something intended as a "mascot game" and something that's just supposed to be fun. *Sly Cooper* definitely falls into the latter category, and although it hasn't received much hype prior to its release, it was one of the big hits of the recent games industry trade show, E3. The game should be out in stores next month, so to whet your appetite, we grilled the development team on what the hell they were thinking making a game with an unfeasibly long and silly name and a kleptomaniac raccoon as the main character. Sucker Punch, for whom this is the first PlayStation game, has done an amazing job. Yes, as weird names go, this one is up there with the best of them, and yes, let's face it, Sly does look a bit "festive" in his little blue outfit, but let's not digress. At its heart, this is a platformer in the Mario tradition. You don't just collect things for no reason, the tasks actually have some purpose, and there's a story pinning it all together that's worthy of the presentation. We're big fans, and we think you will be too.

Elsewhere this month, we have the first details of something else you might be quite excited about: *Grand Theft Auto: Vice City*. No screenshots yet...but we do know when it's coming, what it's about, and we at least have the box art, from which we've tried to draw some hasty hypotheses. The game will be out in October, so expect lots of coverage on this one in the next few issues!

ABOUT OUR CONTRIBUTORS

ZOE FLOWER

She writes, plays video games, makes TV shows, and is the current Wimbledon champ. She produces rock videos, designs Web sites, and throws a 99-mph fastball. That's what she tells us, at least. www.zoeflower.com

KAREN JONES

Taking time away from her main assignments for *The New York Times*, Karen boned up on her scary movies this month, then tested her tolerance by getting inside the head of the master of terror, John Carpenter, when she interviewed him at E3.

RYAN LOCKHART

Move over Hef. As L.A.'s playboy extraordinaire, Ryan works at 7 Studios when he's not busily winning over the ladies. You might remember his pretty visage from his days at *EGM*. Or maybe he was the guy hitting on your older sister at E3.

JOHN SCALZI

Our main man, our go-to guy, our hunk of burning words, John has written for more publications than you can shake a stick at: the *San Diego Tribune*, *New York City Magazine*, the *Fresno Bee* and the *Chicago Sun-Times*. Visit him at www.scalzi.com.

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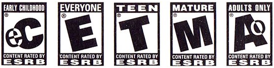

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EVERYONE RATING The E replaced the previous K-A rating last year. Suitable for kids ages 6 and up, E-rated games may contain minimal violence or crude language.

TEEN RATING Contains suggestive themes, mild or strong language and animated violence. Some parents may want to supervise children playing T-rated games.

MATURE RATING These games contain more adult themes, such as blood and gore, stronger language and sexual themes. Deemed not suitable for those under 17.

ADULTS ONLY RATING The extreme of the ratings, suitable for adults only. Packs sexual themes and extreme violence. Console manufacturers have yet to allow an AO-rated game.

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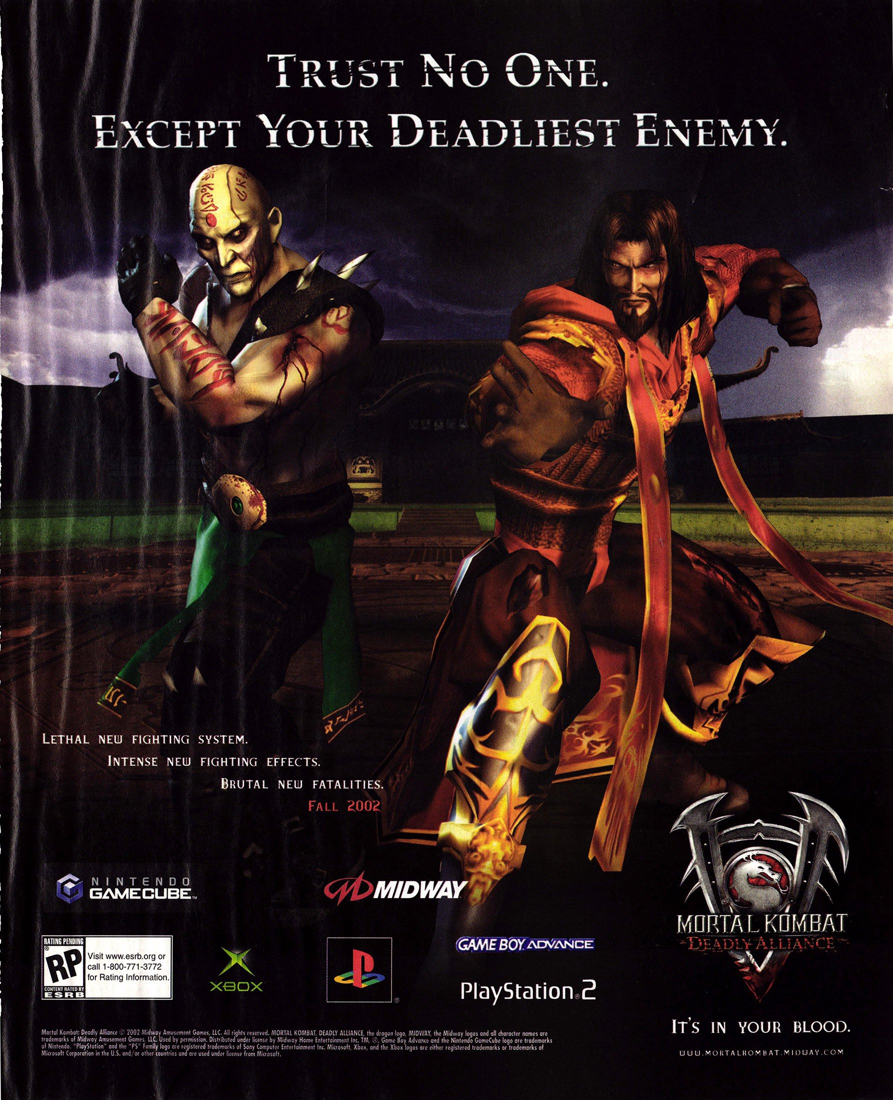

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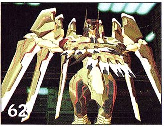
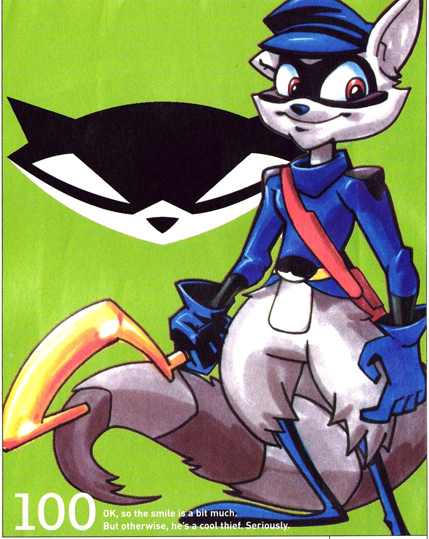
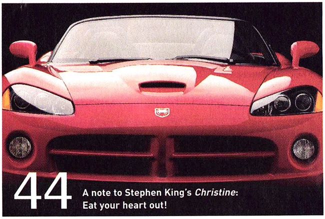



100 OK, so the smile is a bit much. But otherwise, he's a cool thief. Seriously.


44 A note to Stephen King's *Christine*: Eat your heart out!

He'll steal your wallet before he'll steal your heart, but we can't help but love this cuddly raccoon.

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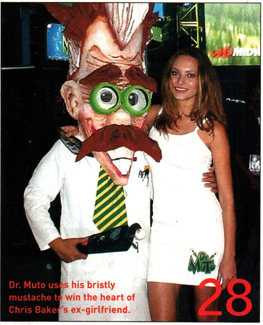

Dr. Muto uses his bristly mustache to win the heart of Chris Baker's ex-girlfriend.

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PRODUCTS RANGE FROM EVERYONE TO MATURE
E-M

BRIT POP!

Want to turn your demo disc playing up a notch? We offer some challenges, as if *PlayStation Underground* hasn't given you enough.

STREET HOOPS

THE DETAILS:
In this demo you'll go one-on-one with some hardcore streetballers at The Cage on 4th Street. The game's only three minutes long, but that's plenty of time to see all the sweet moves.

HAVE YOU TRIED...
...shutting down the opposition completely? We're talking shutout here. Give it a try.
...scoring 30 points in a game? You'll need to push, shove, turbo and score. All in a hurry if you plan on breaking the 30-point barrier. And you have to do it on Normal mode, by the way. Novice doesn't count.
...diving to steal a pass? Press Triangle to block a pass and you'll dive instead of jumping.

STUNTMAN

THE DETAILS:
You're the stuntman in an *Indiana Jones* ripoff called *The Scarab of Lost Souls*. You'll need to drive your shocks-free jeep all around a town that closely resembles Cairo, Egypt. Good luck.

HAVE YOU TRIED...
...finishing the demo? If you're psychologically trained to be the most patient person in the US of A, then maybe you can pull this off. For the rest of us, let's go get a Slurpee. Make ours cherry.
...running over the camera to the left of the starting point? It doesn't accomplish anything, but it'll relieve some of the tension of failing at the demo time and again.

FREEKSTYLE

THE DETAILS:
You play as "Mad" Mike Metzger on a ruggedly monstrous track called the Monumental Motoplex. Though it suggests as much, no amount of victories will unlock anything here.

HAVE YOU TRIED...
...pulling off every one of the 15 tricks in the Trick Book? Press Start and click down to the trick book to see how to pull off every trick.
...tweaking your tricks? When you're in the process of pulling something off, hold Square to make your trick even more dangerous.
...finding the shortcuts? To the left of the starting point is a tunnel that runs below the track. Go in!

UFC: THROWDOWN

THE DETAILS:
You get to choose from one of four tough guys, then you have to go inside an octagonal cage and fight. And really fight. None of this WWE stuff. Mostly you'll end up tapping out, which stinks.

HAVE YOU TRIED...
...keeping a straight face while looking at the Jar Jar Binks-style announcer?
...avoiding a hospital visit after rigorously tapping the buttons during a match?
...winning a match? This is tough business and just when you think you're going to hospitalize a guy, he flips you over and you tap out.
...bitch-slapping a guy with the Square button?

BRITNEY'S DANCE BEAT

THE DETAILS:
You're auditioning to be part of Britney's dance troupe. You can either dance with fly guy Rob or sassy Elisa. The tryout features one song, "...Baby One More Time." Impress Britney to win!

HAVE YOU TRIED...
...playing the game? We know the loading video screen features some pretty sexy pictures of our favorite damsel, but the demo has gameplay on it, you know.
...nailing 50 perfect button presses in a row to raise your combo meter to 50?
...nail 100 perfect button presses in a row to raise your combo meter to 100?

DISC PROBLEMS?

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or non-working demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services.

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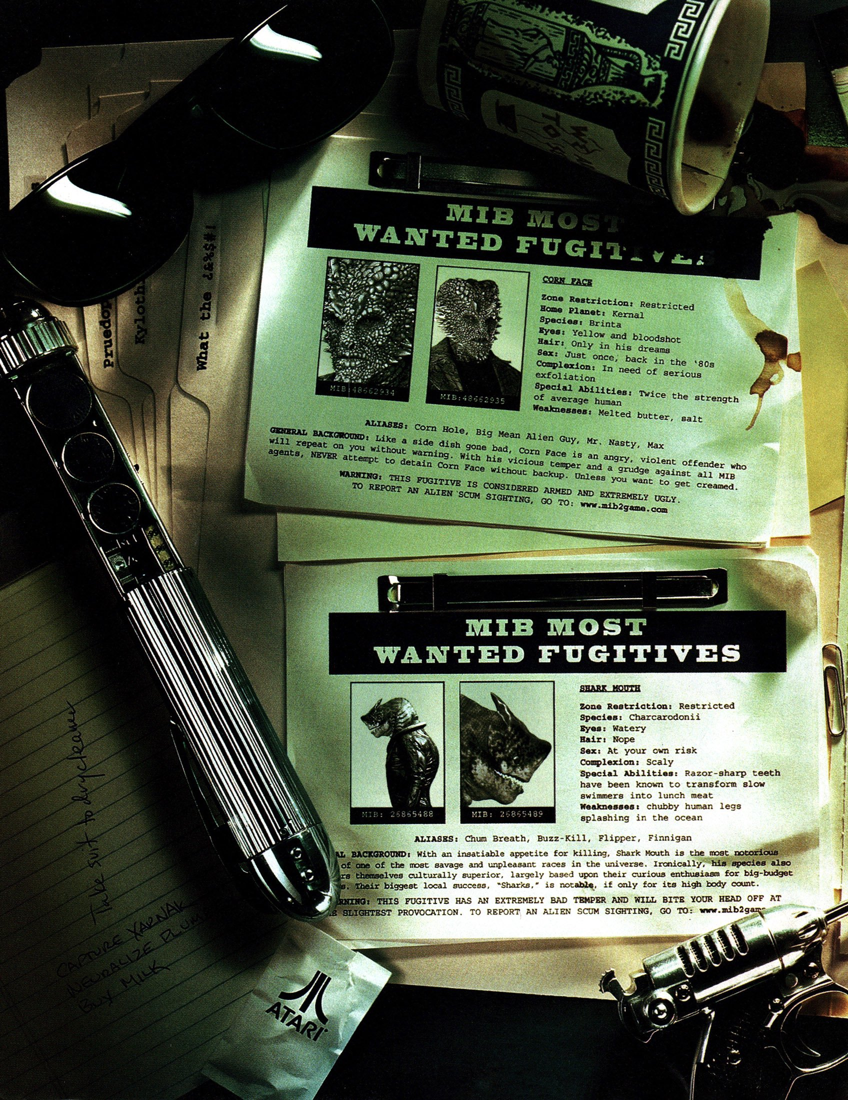

MIB MOST WANTED FUGITIVES

MIB:48662934

MIB:48662935

CORN FACE

Zone Restriction: Restricted
Home Planet: Kernal
Species: Brinta
Eyes: Yellow and bloodshot
Hair: Only in his dreams
Sex: Just once, back in the '80s
Complexion: In need of serious exfoliation
Special Abilities: Twice the strength of average human
Weaknesses: Melted butter, salt

ALIASES: Corn Hole, Big Mean Alien Guy, Mr. Nasty, Max

GENERAL BACKGROUND: Like a side dish gone bad, Corn Face is an angry, violent offender who will repeat on you without warning. With his vicious temper and a grudge against all MIB agents, NEVER attempt to detain Corn Face without backup. Unless you want to get creamed.

WARNING: THIS FUGITIVE IS CONSIDERED ARMED AND EXTREMELY UGLY.
TO REPORT AN ALIEN SCUM SIGHTING, GO TO: **www.mib2game.com**

MIB MOST WANTED FUGITIVES

MIB: 26865488

MIB: 26865489

SHARK MOUTH

Zone Restriction: Restricted
Species: Charcarodonii
Eyes: Watery
Hair: Nope
Sex: At your own risk
Complexion: Scaly
Special Abilities: Razor-sharp teeth have been known to transform slow swimmers into lunch meat
Weaknesses: chubby human legs splashing in the ocean

ALIASES: Chum Breath, Buzz-Kill, Flipper, Finnigan

AL BACKGROUND: With an insatiable appetite for killing, Shark Mouth is the most notorious of one of the most savage and unpleasant races in the universe. Ironically, his species also rs themselves culturally superior, largely based upon their curious enthusiasm for big-budget s. Their biggest local success, "Sharks," is notable, if only for its high body count.

RNING: THIS FUGITIVE HAS AN EXTREMELY BAD TEMPER AND WILL BITE YOUR HEAD OFF AT SLIGHTEST PROVOCATION. TO REPORT AN ALIEN SCUM SIGHTING, GO TO: **www.mib2gam**

GRAB A SPONGE, MEN –
THE SCUM'S HIT THE FAN.
– Z
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PlayStation®2
Smell you later, Grokk!
NICE DOGGIES... STAY.
LOOKS LIKE HE'S FROM URANUS.
CALL KIM

MIB

MIB

sent to investigate the
flooded ship full of alien remains, but up
discovered that while the ship's interior remained
cell on the ship was completely empty. It has now
High Council, believing that the Maximus had cr
compelled to inform Men in Black Command on Earth
with the grim knowledge that there are
unaccounted
them charge
criminals a
s ordinary
ady was fou
ecurity chec
ylothian sec
ll alert and
imperative
ien prisoners should be disguised as ordinary ind
crucial to con ant business of
thout arousing s
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seem
uring a routine airpo
s actually part of

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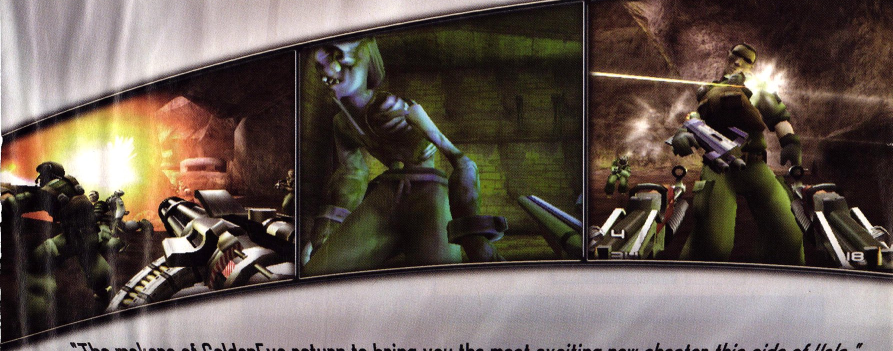

"The makers of GoldenEye return to bring you the most exciting new shooter this side of Halo."
Game Now

"...the best-looking first-person shooter currently in development for the PS2."
Gamespot.com

"...a true heir to GoldenEye...so polished it shines."
XBOX Nation

"A brilliant game"
Nintendo Power

"TimeSplitters 2 is going to be awesome."
IGN.com

"Looks like one of the best FPS yet. We can't wait."
PSM

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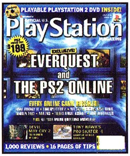
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Think you have what it takes to write the Letter of the Month? Send us your video game expositions and you could win the official *OPM* Box of Joy. We pack our Box of Joy with an assortment of nifty goodies from all your favorite software companies.

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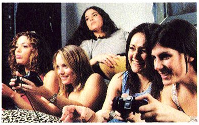
Finishing Games In A Week, Like Every Other American

I'm writing due to the recent lack of quality RPG gaming. I'm not exactly sure how long it's been since a true RPG game has come out on the PS2. I recently finished up *Grandia II*, and it's a no-brainer that I beat *Final Fantasy X* less than a week after Christmas, just like every other American. I've got a terribly long wait for another RPG to come out. I guess the next one will be *XenoSaga*, and what can I do to tide myself over till then? There's nothing. I'll go insane. It seems that now the traditional RPG has all but disappeared. Now that we're headed into this online kick (that will be very profitable for gaming companies, I'm sure), I'm reluctant to enter this "new age" of gaming. My recliner and my PS2 become my own little world when I'm playing an RPG. When *Final Fantasy XI* comes out, I'll have to deal with thousands, hell, millions of other annoying gamers. What ever happened to the quaint, little console-to-player relationship? I think that we are headed into a real downfall of the RPG, and within a few years, no one will remember what fun it was to sit down and play *FFX* or *FFIX* all by their lonesome. Soon, all gamers will be fixed in front of their televisions for hours and hours waiting for their friend to show up. He'll be late in the game just like he is in real life and, yes, you'll be angry. I'll definitely throw my bucks toward the online service, but I am unhappy.

Smitty
Jus10Smitty@cs.com



This picture has nothing to do with your letter, Smitty, but we really weren't sure how to respond. You should probably lighten up a little. So here are some girls, clearly enjoying a multiplayer gaming experience (possibly an RPG) without the aid of an Internet.

QUESTION OF THE MOMENT

Last month, we asked you about your feelings on online gaming. Next month, vent your spleen on remakes of old classics. E-mail us at OPM@ziffdavis.com. Mark your notes "MILKING THE OLD STUFF"

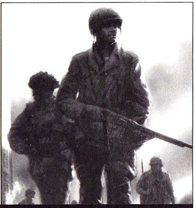
[Online gaming is] going to be awesome. I mean, you can have a party and say, "Hey, I need some gil. Can I borrow some?" I can't wait. Hey, I might see you awesome gamers online there, too?

Rob Grunwald
King998246
@yahoo.com

With thousands of people playing at any given time, *Final Fantasy XI* would be sweet.
Zarrakk@aol.com

I've been playing *EverQuest* for a little over a year, and I've talked to people from all over the place: Brazil, Australia and Europe. Online is great.

Kevin
tjwyant
@adelphia.net



Letter of the Month

I've never been one for patriotism. When Desert Storm happened, I wasn't too concerned; I was 10 years old. I knew what was happening, but it didn't make me a patriot.

Last September, I was outraged—maybe a bit scared—and just awestruck by what had happened to my fellow countrymen. As much as I felt a kinship with Americans everywhere, the flag was still just a symbol. Then I played *Medal of Honor: Frontline*.

It's just a game, right? It's just a waste of time, right? Well, I figured it would be just another game, too, albeit an educational and intense one.

I then stormed Omaha Beach.

Bullets whizzing by, mortar fire making craters in the sand, the screams of pain and fear—all of this surrounded me, enveloped me as I made my way to the shore. I reached my captain, who ordered me to cover for his men. I did so. Men cried out for help and for me to provide cover fire for them. To help them stop the very essence of evil. And then it hit me out of nowhere: I was proud to be American. I wanted to storm the beach, to take out the Nazis, to raise the American flag and declare victory, because for once I could see it for something good, something compassionate.

Yeah, on some levels this is kind of sad. But at the same time, when the government is considering the eligibility of games as art, about the legitimacy of them under the protection of the First Amendment...I hope they play games like *Frontline* and see what can be done. Just fighting alongside polygons, shooting fascist enemies with an R1 button... that made me want to fight for America (at least in the context in the game). And that has to count for *something*.

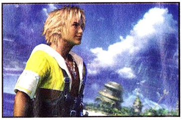
ChronoSquall14
From the OPM message board

Frontline has prompted a lot of positive comments. See some of them in our message board round-up on the right.

Gamers are talking about...

OPM's monthly roundup of hot topics, gathered from e-mails, message boards and chat rooms.

- **VIDEO GAMES AND PATRIOTISM** (see Letter of the Month) "We need to let games like *Medal of Honor* show us what these *brave* American soldiers (God bless each and every one of them) went through in fighting for our freedom, and experience the horror, and also experience a great game at the same time," says **ohjtbe-haaave**. "I won't play this game," **KimmiSue** confesses. "I don't like first-person shooters, but it sounds a lot different than the first two *MOH* games before this, which I have seen played. If I could in any way, shape or form, bring myself to play an FPS, I would pick this up. I'm glad that something—even a video game—has caused you to have pride in our country."
- **DEALING WITH CHARACTER DEATH** "How would you feel if the main character died in the game?" asks **MageAuronX.** "What if Solid Snake really *did* die. What if Tidus died? Cloud, Fei, Alundra, Ryu or any other RPG character? Matter of fact, any other genre?" **Luca_Blight_777** responds, "Actually, I would like to have the main character in *Suikoden 2* die. In my opinion, he's just an annoying little kid who never talks." **IwannaworkatOPM** feels differently, though. "OMG...I *hate* when main characters die.... In *FF8*, there is a part where you think three of your chosen party members are dead. When I saw the scene of them saying, "I guess this is the end..." and the explosion goes off, I started to cry. I wanted to beat up the person who created that scene.... But they survived! Hooray! *FFX*'s ending (I won't ruin it) made me cry, too.... If you've seen the ending, you can most likely understand why.... I am usually emotionally attached to every main character I play as. Well, except for Raiden..."



- **MGS2 SUBSTANCE WOES** "Why does Xbox get *Metal Gear Solid 2: Substance* before us? We're the loyal fans?!" asks **spider_man_123.** "Hey, as long as we're getting it, I'm happy," responds **Coupdetat-lalala.** "Hey, you never know. PS2 Japan got *MGS2* after us, but they got all kinds of cool stuff! Maybe, just maybe, Konami has a little surprise in store." **Shadow_sword** attempts to make people see sense, though: "Who says the Xbox is going to get it first? All they said was the PS2 and PC release dates were undetermined. The trailer was using footage from the PS2 version anyway."

HOW TO BE A BETTER
G·A·M·E·R

EVERYTHING ELSE COMES SECOND
Bathroom breaks, phone calls, holidays, pet funerals, girlfriends … everything! (Unless she's modeling her latest thong, then by all means put the controller down!)

KEEP YOUR BALANCE
Job: 20% of your time.
Skin mags: 5% (but an excellent 5%).
Food: 10%.
Gaming: 75%.
(Yes, that's 10% over. But you plan on giving 110% don't cha'?)

KEEP YOUR ELBOWS BENT
Better for gripping the controller. Holding all those games from BLOCKBUSTER.® And for keeping your opponent away from your snacks. (Get your own #@&% cheeseballs, Cheeseball!)

LOAD UP ON LIQUIDS
Particularly those high in caffeine. Eventually, you will have to go. But that's what adult diapers are for. (So sit back and let it ride.)

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Online games, clearly all the same as each other. Just like GameCube games and sci-fi movies.

Try Playing One

I always thought online gaming was a good concept until I realized I don't play any online games. Not one. And maybe that's because they all seem the same. You fight, you level up, fight, level up, etc., with no end in sight. So what's the point? When I think of all my favorite games (*Sons of Liberty*, *Onimusha*, *FFX*, *Devil May Cry*, *Resident Evil*, etc.), they all have something in common—a really engrossing story. And that's what I love the most about them...that feeling that I'm living this story and working toward something. Maybe it's just me, but I don't see that with online games.
rabutman@aol.com

This is just a wild stab in the dark here, fella, but maybe you should try playing an online game before making this kind of judgment.

Deus Ex: The Ignored?

Is there a special reason that you guys all but ignore *Deus Ex: The Conspiracy*? I know it's the kind of game that you either like or you don't, but is that a reason to deprive the masses of this groundbreaking game?
Coyotelaw@aol.com

It was our lead review in issue 56, and we scored it a very healthy 4.5. We're big fans, but unfortunately it seems that a lot of PS2 gamers aren't. Since the game was released, it hasn't sold very well, and many who have played it don't seem to be interested in the subtle nuances of the extremely complex storyline. Folks should really give it a go.

MATTHEW BALBOA'S MOST WANTED

1. *GTA4*
2. *Tekken 4*
3. *SmackDown 4*
4. *Metal Gear Solid 3*
5. More money
6. A good 989 game
7. *Stuntman*
8. Multiplayer *GTA4*
9. *Freekstyle*
10. Something else to do

E-mail your most wanted list to
OPM@ziffdavis.com
Mark the subject:
MOST WANTED.

Chat With Us at www.playstationmagazine.com!

Wanna chat with us along with other like-minded gamers? Then head over to **www.playstationmagazine.com**, click on "Talk to the *OPM* Editors Online Now!" and chat it up on the message board. We frequent the board daily, so it's a great place to ask us questions—or to just chew the fat with fellow gamers.

QUICK HITS

CUTE GUYS

I think you should publish more about what the girl gamers like. Guys think Rikku is the hottest. *Big* surprise. That's mostly what I've heard from male gamers who've played *FFX*. What about the girls? We may think Tidus is the hottest guy, and Seymour, even though he's evil, is the most handsome. I think you should have a few girls write about their opinions of the *FFX* characters and who their favorites are.
Shannen
vipervenom523@hotmail.com

Look at that! We just did.

FIGHT!

If *Omega Boost* and *Zone of the Enders*' Jehuty got into a fight, who would win? I think Omega Boost would be the victor, because it isn't piloted by some whiney wuss bastard.
Superfreac
Superfreac@aol.com

LOTSAREVIEWS

1,000 reviews? Where?
Troy Buchanan
seven_digits03@yahoo.com

There are over 1,000 in Replay.

ASK US ANYTHING AND WE'LL DO OUR BEST TO ANSWER

If you've got questions, we've got answers. See something in a game and are curious about it? Send us an e-mail and ask whatever you like. Send your questions to OPM@ziffdavis.com and use the subject line ASK US ANYTHING.

MORE OKAGE?

Q: My friend has been bugging me about *Okage 2*. Now, I know you didn't think the first game was so hot, but I'm pretty sure a sequel would provide a big improvement. I mean, it's a wonderful game. Nice graphics, cute characters, slightly twisted storyline. In other words, I really liked it, and I myself am wondering if there will be a second.
Ashley R
gamergrl10@aol.com

A: We're not aware of a planned sequel. The first one, although quite charming, didn't sell particularly well.

"Does the game *True Crime* actually feature true crimes?"

TRUE CRIMES ACTUALLY TRUE?

Q: Does the game *True Crime* actually feature true crimes?
Bob Truman
via the Internet

A: That's a fair question. But no, it's just called that.

GIMME WI-FI

Q: Until there is a Wi-Fi adapter for the PS2, I will not get the Internet. I already have a Wi-Fi adapter, and there is no way that I am going to buy a cable that is over 100 feet to connect my PS2 to the Internet. Is there any gossip at all about any company selling Wi-Fi adapters?
KC Vavra
person63@earthlink.com

A: Check out the first pages in Spin this month. We have news of a LinkSys wireless Ethernet box.

LEFT BEHIND IN GALAXIES?

Q: When *Star Wars Galaxies* is released for the PS2, will we be able to play with PC gamers? If so...won't they all be much more advanced than us console players who are joining the story late?
Tony Delafuente
Poughkeepsie, NY

A: The PS2 game will be a completely different one from this year's *Star Wars Galaxies: An Empire Divided* on PC. Like *EverQuest*, console gamers will be segregated from the PC gamers out there.

LACK OF SUBSTANCE

Q: How is it possible to play through *Metal Gear Solid 2: Substance* as Solid Snake when so much of the story relies on you being Raiden? Surely the interaction with Pliskin is an integral part of the overall experience?
C Matsushita
via the Internet

A: The game interchanges character models, so it's feasible that Pliskin is switched for an alternate character as well. We've not seen the scene in question yet, but it has to be said that the new modes in *Substance* are more to do with changing things around and altering things cosmetically rather than them actually making any sense.

TRUE HONOR?

Q: My friend says that the Medal of Honor games are based on true stories. Is this true? Was James Patterson a real soldier who did all the stuff depicted in the games? I looked online but couldn't find any reference to him.
Kimberly Vanderbilt
via the Internet

A: Although the events in the game are based on events of the war, the characters and scenarios are fiction. Your friend may be getting confused with the fact that Spielberg wanted the Medal of Honor series to work as an expanded story that was set up in *Saving Private Ryan*. That wasn't true either.

Official Contest and Sweepstakes Rules

OPM CAPTION CONTEST Official Contest Rules:
1. No Purchase Necessary: To enter, send an original caption for the designated screen shot via e-mail or on a standard-sized postcard containing your name, address, and phone number to "OPM Caption Sweepstakes" PO Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. 2. Prizes: One Grand Prize winner will receive one (1) video game or one (1) video game-related item as determined by Ziff Davis Media Inc. Grand Prize has an approximate retail value of $20-50. All entries will be judged on the following criteria by OPM editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Ziff Davis Media Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Quote Contest Winners List" at the address listed above. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

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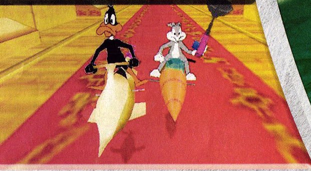

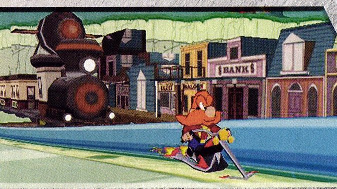

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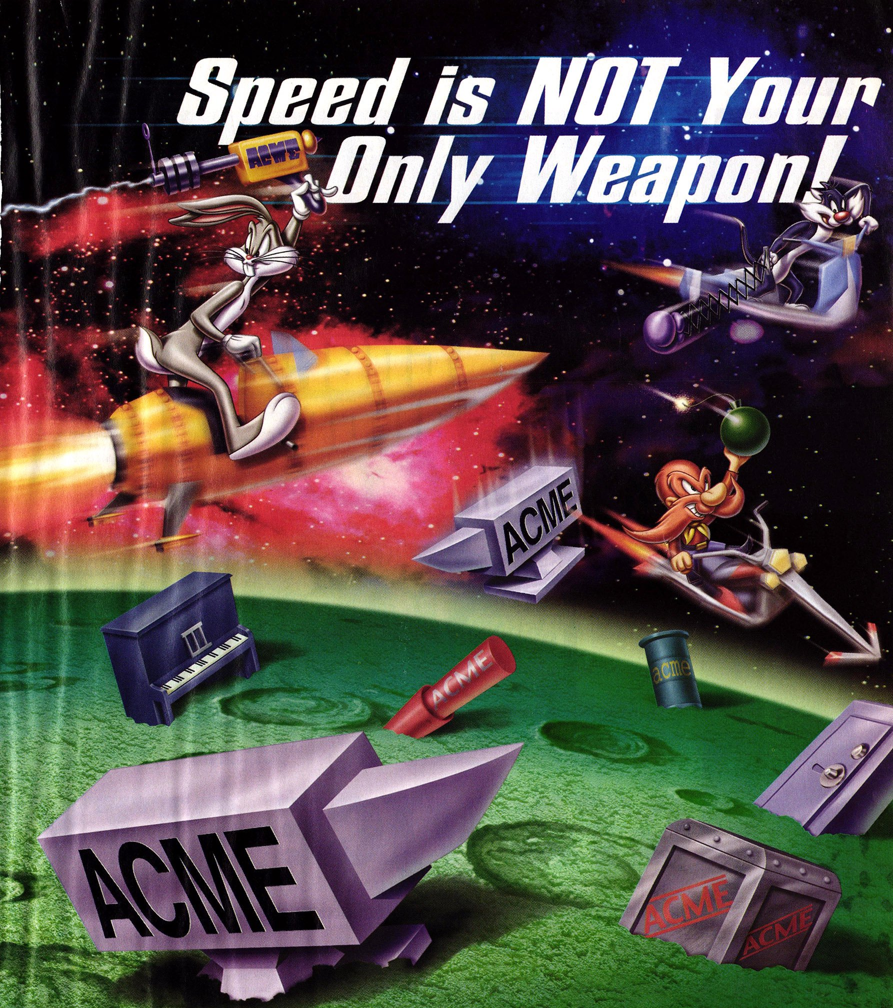
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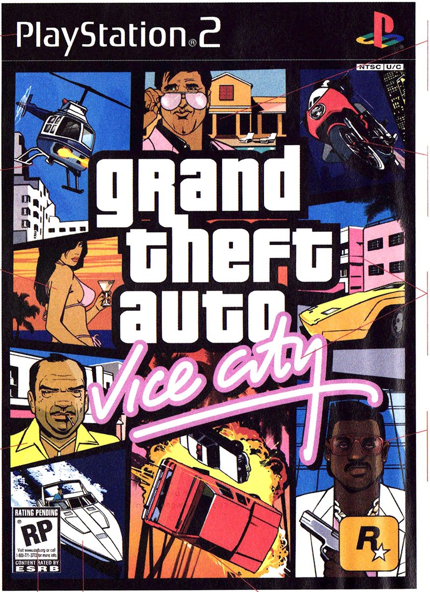


Do you hear that sobbing? It's coming from the poor Xbox and GameCube owners. They just heard the news: The *Grand Theft Auto* series is exclusively on the PS2 until 2004, baby.

Helicopters? You saw it here first. Which means we can stop struggling to fly the Dodo around Liberty City.

In *GTA3* we had to stomach that used-up hooker, Misty. This martini-drinking, g-string diva is definitely more our style.

While we can't answer for the hairline, this looks like a young Tony Cipriani to us. Rumors are swirling that characters from *GTA3* will be throwing their weight around Vice City.

Possibly a young Donald Love? Or maybe he's a *Scarface* ripoff who has designs on carving you up with a chainsaw if you slip up.

Remember when you were bitching about the lack of motorcycles in *GTA3*? Looks like you can shut your pie hole come October.

Palm trees, pink buildings and neon. Is anyone noticing a Miami theme right about now? We can't wait to steal that phat Lamborghini clone!

This is '80s 8-Ball. It just *has* to be. We'd know that sweet-ass fade anywhere. And look at those glasses! Hilarious.

Oh, right...like anyone believes the rating is likely to be anything other than "M." Let's hope not, anyway.

Speed boats played a small part in Liberty City, but a new town means new rules of combat. And that means speed boats in force.

Car crashes? In *Vice City*? Well, that depends on how safely you drive and how rushed you are to climb up the new mafia ladder.

GTA VICE CITY

The PS2's best-selling franchise, now a Sony exclusive until 2004, is going back in time with a supercharged '80s-style prequel

It's tough to argue that the 1980s were anything but a strange decade. Michael Jackson wore red leather jackets scarred with zippers, the music reeked of sappy discontent, and hairspray was shamelessly applied in an attempt to defy nature and gravity. But we all lived it, and regardless of whether you loved or hated *The Breakfast Club* or Wham!, you can't help but have a soft spot and a fascination for that decadent decade. Which is exactly what the minds at Rockstar are betting on with *Grand Theft Auto: Vice City*, the follow-up to the megahit *GTA3*.

While we don't know much about the new *GTA*, we're ecstatic to report that it'll only be on the PS2. In fact, Rockstar and Sony shook hands on a deal that will keep the *GTA* franchise a PlayStation-exclusive through 2004. We can also confirm that this October release isn't a sequel. That should be obvious, since it's set in the '80s and takes place in a pseudo-Miami (whereas *GTA3*'s Liberty City was a N.Y./Chicago mix). The music will be ramped up—and we suspect plenty of new commercials are on the way. A lot of the characters from *GTA3* will also show up. Apparently, it's a prequel to *GTA3*, though Rockstar won't confirm it. That's all we know for now, but come back next month for more details.

GIRLS ON THE SIDE

The *Fantasy* babes return

Ever since *Final Fantasy X International* released in Japan with an extra video trailer set after the finale of the game, speculation has been rampant about a sequel to Square's top-selling RPG. Well, now it's official. In fact, Square will be releasing two *FFX* side stories, each focusing on a different character.

Tentatively titled "Yuna" and "Rikku," these games are likely to include some features missing from the main *FFX*. Originally, for example, Square planned to give all the party members the ability to fight underwater, but that was later cut from the game. Since the trailer with *FFX International* shows a scene with Yuna working on her diving skills, that may be one aspect that's added to these sequels. What's more, *FFX International* featured a revamped Sphere Grid, so we might see that in the new games as well.

The *FFX* side stories are due out in Japan within Square's next fiscal year, but Square EA has yet to confirm a U.S. release. "At the moment, it is under consideration," a Square EA representative told us. Considering the popularity of *FFX*, along with Square's limited lineup of future PS2 titles, we're betting you'll get your chance to wrap your sweaty palms around "Yuna" and "Rikku" soon enough.

Online Update

In case last month's comprehensive online-gaming feature wasn't enough for ya, we've got a few more tidbits that should tide you over.

Get Connected

Sony CEA finally revealed the exact date for the Network Adapter's release: Aug. 27. Your PS2 passport to online bliss includes both a 10/100 Ethernet port for cable modem or DSL connections and a V.90 56k modem for dial-up users. Also included is a starter disc with all you need to hop online. Or you can just use your already-existing online account, even if it's with (*gasp!*) MSN. While the Network Adapter will set you back $39.99, you get your money's worth, considering it comes with playable demos of *TimeSplitters 2, Madden NFL 2003, Tribes: Aerial Assault* and *Frequency*. You also get a mail-in coupon for a free *Twisted Metal: Black Online*. Not too shabby!

Game Plans

As we head to print, only one game has officially been confirmed to release alongside the Network Adapter—*SOCOM: U.S. Navy SEALs*. (That is, if you don't count *Tony Hawk 3*, which has been out for quite a while.) Following is a list of other officially confirmed online games that should hit stores soon after:

- *Twisted Metal: Black Online* (Sony CEA)
- *ATV Offroad Fury 2* (Sony CEA)
- *NFL GameDay '03* (989 Sports)
- *My Street* (Sony CEA)
- *Frequency 2* (Sony CEA)
- *Tribes: Aerial Assault* (Sierra)
- *TimeSplitters 2* (Eidos)
- *Tony Hawk's Pro Skater 4* (Activision)
- *NFL 2K3* (Sega Sports)
- *NBA 2K3* (Sega Sports)
- *NCAA College Basketball 2K3* (Sega)
- *Madden NFL 2003* (EA Sports)

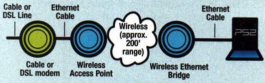
Online Evil

Sony's pre-E3 press conference ended on a high note with some stunning video footage of *Resident Evil Online*. While not much info is available yet, the trailer suggests that you'll be able to play cooperatively with four players both online and via split-screen.

The Missing Link

Here's a helpful note from one reader who had a nifty solution to a particular online problem:

"I just finished reading the July 2002 issue. I'm especially excited about the PS2 online rollout, so I read all of the details thoroughly. I'd like to point out that the sidebar on page 89 ("Nuts and Bolts") leaves out a great option for those of us stuck with the cable modem/DSL in one room and the PS2 in another. That option is a wireless (WiFi) network. Recently Linksys announced the Wireless Ethernet Bridge (www.linksys.com/products/product.asp?grid=22&prid=432), which allows you to connect any Ethernet-capable device to a wireless network. Combined with a wireless access point (www.linksys.com/products/product.asp?grid=22&prid=171), you can bridge the gap between the PS2 and cable modem/DSL without running wires. The range for the wireless network is approximately 200 feet (I can walk four and a half houses down the sidewalk and still have a connection), so it's more than adequate for most of us.



"Before you ask, I am not affiliated with Linksys or any other vendor. I'm just a satisfied customer."
—Ken Wilson

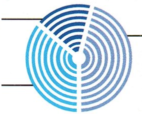
Find Your Character

In last month's *Final Fantasy XI* story, we included a link to a character generator. Shortly after the magazine hit newsstands, Square revamped the site, moving the Web page. The new link is: www.playonline.com/ff11/letsplay/character/attention.html.

More on Madden

First, the bad news: *Madden* online will support only two players. Now, the OK news: The Madden team, which planned the release without keyboard-compatibility, is now 50/50 on using the USB keyboard. We're hoping they change that number to 100 percent—especially since *NFL 2K3* will have it.

So, what did you think of *Britney's Dance Beat*?



ZOE'S WORLD

OOPS!...ZOE DID IT AGAIN

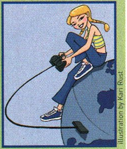


illustration by Kari Rust

If you read my column, you're well aware of my love affair with dance games. However, I'm old enough to warrant a roasting session from friends whenever they catch me humming the occasional pop song from the likes of 'N Sync, S-Club7 or Britney Spears. So it was with mixed emotions that I tore through the shrink-wrap on *Britney's Dance Beat* for the PS2. It was even harder to thrust the shiny new disc into action, forcing me to remove a well-worn copy of *Virtua Fighter 4*. Now, I'm not saying Britney is any competition for the moves of Pai Chan or Lei Fei, but my curiosity definitely got the best of me.

A couple of hours of play through my auditions revealed a game overtly similar to *Bust-A-Groove* but with a repetitive song list and a cast of teenage stereotypes. I wrote it off as a novelty initially. And then it began. First, the incessant toe-tapping—in the office, in the car, in the bathroom, accompanied by my own shy renditions of "Stronger" and "Oops!...I Did It Again."

By the time I was in front of my PS2 again, I couldn't bring myself to remove the game. Jump to a few days later, and I've graduated to throwing out the occasional 360 or lunge maneuver while belting out "Hit Me Baby One More Time" and shopping for sparkly lip gloss and belly chains (this did not go over well with the sales clerks, as my toneless voice scared half the clientele from their shop).

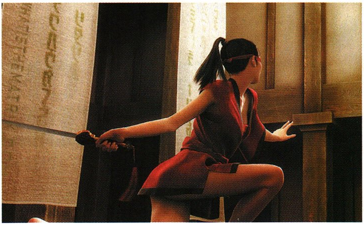
And suddenly I realized that this game may not be a novelty.

Yes, the game has sucked me in. Strangely, it seems to have also captured the hearts (and other organs, I imagine) of some of my male friends. So the next step in this pathetic progression leads us to compete in marathon bouts of two-player mode. The results are beyond nightmarish. Picture two rhythmically challenged 30-year-old men swinging their hips and attempting to mimic the music and moves from "I'm a Slave 4 U" while shouting profanities at each other.

Not pretty, I tell you.

And so, what started as my addiction to *Britney* quickly became the reason why *Britney* now occupies a happy home on my bookshelf. It's probably for the best, I suppose. Strangely enough, what most people would consider to be a shallow game turned out to be a great experiment in social behavior and personal expression. It may have scarred me for life, but at least the experience taught me something about personal limitations and boundaries—particularly when it comes to teen-idol pop stars. I just want to be clear on that. Because you can bet I'll be first in line for a Neil Diamond karaoke game.

Zoe Flower is a multimedia superstar. She writes, she makes Web sites, she illustrates, she does funky things in front of a TV camera. Check out her Web site, www.zoeflower.com.



Matrix Fever Continues

SQUARE'S NEW PROJECT AND MORE GAMES REVEALED

As we reported back in our March 2002 issue, before closing its doors earlier this year, Square Pictures worked on one of the animated shorts that will be featured on the *Animatrix* DVD next year. Well, now we've been given a first glimpse (above) at the completely CG-rendered movie, and we can't contain our excitement. In case you didn't know, the *Animatrix* DVD is a collection of shorts from popular anime studios that will be released next year before *The Matrix: Reloaded* hits theaters. And the cool part is that Square's movie, according to producer Joel Silver, directly relates to *The Matrix* sequel and has even been dubbed by some as "*The Matrix 1.5*."

In other *Matrix* news, it's been revealed that in addition to the Shiny/Infogrames' action-adventure game based on *The Matrix: Reloaded*, there's another *Matrix* game in the works, and this one will allow you to plug into *The Matrix*—literally. Warner Bros., Monolith Productions and EON Software have partnered for a massively multiplayer online RPG based on *The Matrix* that will hit PCs next summer and the PS2 sometime after.

Sony Drops PS2 Software Prices

Following last month's news of a PS2 hardware price drop to $199, Sony recently lowered the prices on games as well. From this point forward, all SCEA-published titles will come out at a $39 price point (with certain exceptions, such as *SOCOM: U.S. Navy SEALs*, which costs more due to its bundled-in headset). That means that games like *Ratchet & Clank* and *The Getaway* will fall under the new, lower price point. According to Sony, this is just another way that it can pass along savings to PlayStation owners as a way of saying thanks for the continued success of the platform.

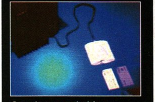
Most third-party games from big publishers like Konami or EA will stick to the standard $49 price for the time being, but we're already starting to see some exceptions, such as THQ's recent *Britney's Dance Beat*, which hit stores at $39. Some companies are going even lower: Conspiracy plans to introduce a PS2 racing game called *Road Trip* at $19 later this year.

DATA STREAM

More Payne Soon

Rockstar has announced that a sequel to *Max Payne* is already in the works for PS2. Look for it sometime in 2003.

Memory Upgrade

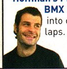
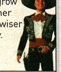


Sony has revealed future plans to make the PS2 compatible with its line of Memory Sticks, so data can be transferred from other Sony gear.

Mega Sequel

Good news, Mega Man fans: Capcom is working on *Mega Man X7* for the PS2 for next year. This time, however, the game will be entirely in 3D.

AUGUST CALENDAR

2 FRIDAY • **Vin Diesel** blows things up in **XXX**, **Mel Gibson** shines in **Signs**, and **Julia Roberts** and **David Duchovny** charm in **Full Frontal**.	**6** TUESDAY • **NCAA Football 2K3** kicks off along with **NFL GameDay 2003**. • **Lord of the Rings** and **Simpsons: Season Two** show up on DVD.	**7** WEDNESDAY • While **David Duchovny** (42) and **Charlize Theron** (27) are celebrating birthdays, others are packing into theaters for **Spy Kids 2**.	**9** FRIDAY • After cracking up over **Jackass: The Movie**, send a b-day card to the lovely **Gillian Anderson** for her 34th birthday.	**13** TUESDAY • Activision drops **Street Hoops** and **Mat Hoffman's Pro BMX 2** into our laps. 	**14** WEDNESDAY • Both **Halle Berry** (34) and **Steve Martin** (57) grow another year wiser today. Olé! 
15 THURSDAY • **Ben Affleck** turns 30 and can officially have any girl he desires. 	**18** SUNDAY • *Fight Club* star **Edward Norton** turns 33. 	**20** TUESDAY • Got game? **Madden 2003, NFL 2K3, Reign of Fire** and **Simpsons Skateboarding** all release.	**21** WEDNESDAY • Send flowers for **Alicia Witt**'s 25th. *OPM* will! 	**27** TUESDAY • Everyone's life improves tenfold when PS2 goes online with the release of **SOCOM**! • **The Roots** and **Coldplay** release new albums.	**30** FRIDAY • Invite birthday hottie **Cameron Diaz** (30) out to see the new Jerry Seinfeld documentary, **Comedian**.

All dates are correct as of press time. So, please don't write us if *Reign of Fire* doesn't come out exactly on the 20th. And don't even think of blaming us if you make the mistake of paying to see the *Jackass* movie.

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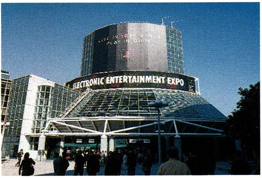
SHOW TIME

Quantity *and* quality were the hallmarks of E3 2002, with Sony taking a firm lead in the console war



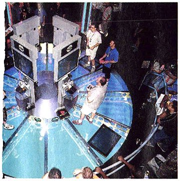
"The console war is over." With those five words at Sony's preshow press conference, E3 roared off to a blazing start. Of course, just a few blocks away Nintendo and Microsoft were grooving to the same victory dance—but Sony actually had the goods to back up its bold claim. With a roster of fantastic first-party titles, exclusive third-party games, solid online plans, and a flurry of numbers illustrating the PS2's dominance—all presented by the ebullient Kaz Hirai, president of Sony CEA—everything looked bright and bountiful in PlayStation-land.

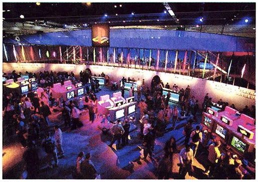
And all that excitement happened a full day before the E3 show floor even opened! The biggest event in gaming, the Electronic Entertainment Expo is an annual industry trade show where hundreds of companies spend millions of dollars to display their latest and greatest to thousands of retailers, distributors, journalists, analysts and even the occasional fanboy who somehow sneaks in. Every year, publishers trip over themselves trying to top each other with gaudy displays, flashy lights, bouncy booth babes—and, naturally, their games.

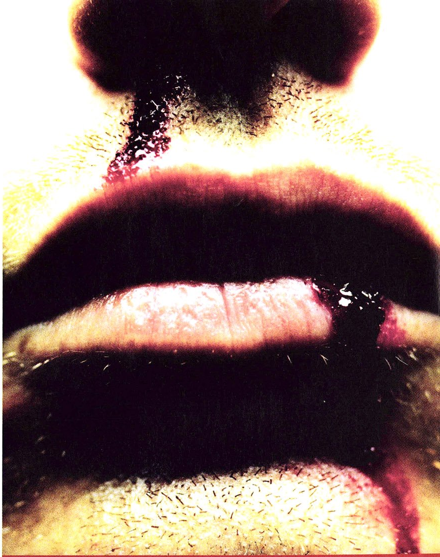
And that's where this year's E3 really stood out: the games. Sure, that's what E3 is all about—but this year a palpable sense of quality permeated the entire show floor. Everywhere you turned, there was something great, something you had to try, something with a line of gamers 20 deep, eager to grab a Dual Shock and dive in. On the other hand, no one game really stood out and stole the show, like *Metal Gear Solid 2* did last year.

Online gaming was also in full effect—and Sony stole the show with networked fare like *SOCOM: U.S. Navy SEALs, Final Fantasy XI, Madden NFL 2003, Tribes Aerial Assault, Auto Modellista, Tony Hawk 4* and more, all playable within its massive booth. The message was clear: Online is here, and it's here to stay. Meanwhile, Sony's first-party lineup was its strongest in years. Coverboy *Sly Cooper* shared the platforming spotlight with Insomniac's *Ratchet & Clank. Dark Cloud 2* tantalized with its crisp new look. *The Getaway* impressed us with its keen writing, mature tone and well-rounded gameplay. And *War of the Monsters* (from *Twisted Metal: Black* developer Incog) surprised us with its fun, frenzied smash-and-bash action.

(CONTINUED ON PAGE 30)







[THEY CAN TASTE IT]

9.1.02

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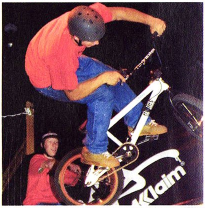
E3 2K2: Games, Girls and Good Times

There were plenty of other surprises, too. *BG&E*, from *Rayman* creator Michel Ancel, wowed us with its richly realized world. *XIII* proved to be more than "just" a cel-shaded FPS. Capcom's *Read Dead Revolver* aptly captured the feel of those classic spaghetti westerns. *Kingdom Hearts* showed the world it's got the gameplay to back up the quirky Square/Disney crossover. Sega Sports once again crushed its competition—although 989 Sports looks poised to make a comeback sometime soon. And speaking of comebacks, several classic franchises also had a strong showing, notably Tecmo's *Rygar*, Konami's *Contra* and Sega's *Shinobi*. For more on these and other games, be sure to check out our Previews section.

Of course, games weren't the only things to catch our eyes. We're talking about booth babes, and this year they were out in droves, locked in an epic battle of silicone vs. silicon. To the right is a tiny sampling of the talent on hand. (If you'd like, you can thank Chris "Eagle Eyes" Baker and Sam "Hotpants" Kennedy for many of these fine photos.)

The fun and games didn't stop when the day ended. We can't forget those legendary E3 parties. Once again, Sony stole the show with not one, not two, but three fantastic fetes. Before the expo, Sony threw an exclusive celebrity-laden bash, with Ja Rule and Jane's Addiction on center stage. A few nights later, Sony's big event drew hundreds of revelers with the promise of fab food (everything from burgers to sushi to Krispy Kremes), free-flowing booze and a rousing performance from Outkast; meanwhile, gorgeous costumed dancers (and one disturbing mustachioed transvestite) pranced throughout the crowds and gyrated in a gigantic bubble-like dome. Finally, Sony had a low-key E3 after-party that was a perfect way to unwind. That is, until *Playboy*'s Hugh Hefner showed up with a bevy of beautiful blondes on hand. But that's a story for another magazine....

After all was said and done, we left L.A. exhausted, hung over, with sore feet and bleary eyes and raspy voices, ready to sleep for a week straight. But we also returned to the *OPM* offices thrilled to the gills about all the great things to come for the PS2. If E3 2002 was any indication, we're in for an incredible year!



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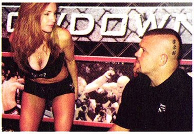
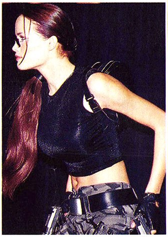
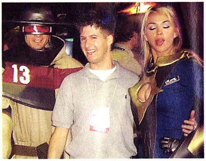
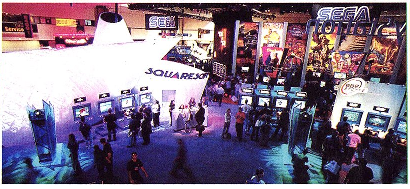


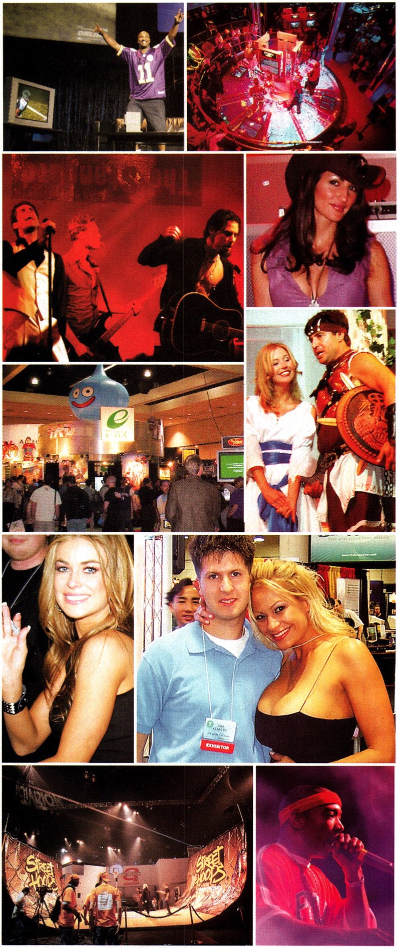






TECMO
TECMO

E3 photos by Annie Lipscomb, Joe Toreno and the *OPM* staff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ENIX
STREET HOOPS
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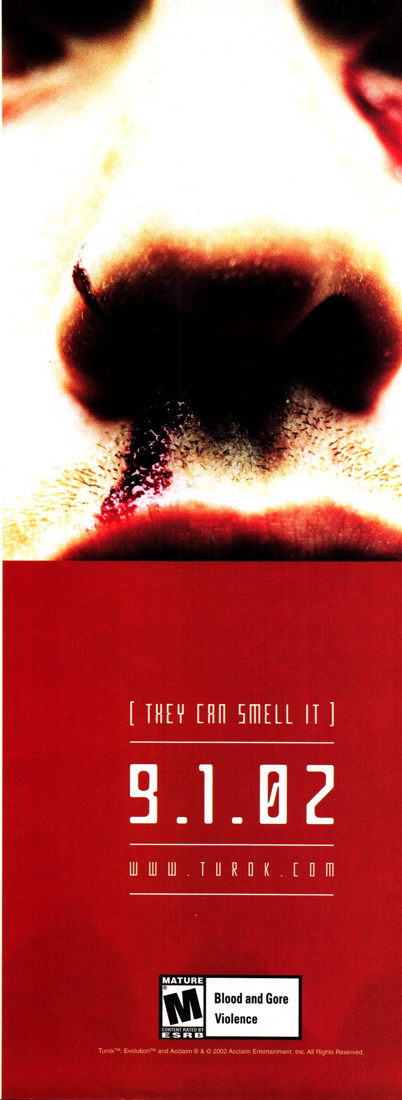

[THEY CAN SMELL IT]

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THE INSIDER

THE FUN PART

Something I've learned about working in the game industry: Pretty much every step of development can be referred to as "the fun part." Of course, this expression is normally reserved for fits of irony, in which we're up to our eyebrows in stress, laughing at our lack of sleep. "Ah, the fun part," we say between chuckles. And then we cry. But, right now, at least for us designers, I can say that what we're doing at this moment really is the fun part. Because, while the artists are working their butts off creating models and animation cycles, and the programmers are swimming through lines of code all day trying to create our layout tool, we designers don't have a "real" job to do. We can't start making levels or anything yet, so now's the time that we get to start looking at the design document in a realistic fashion and begin our research on what works and what doesn't. This is the part where our dreams start moving toward reality.

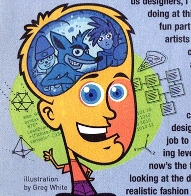


illustration by Greg White

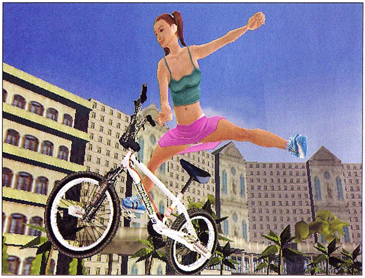
Now, this isn't quite as easy as it sounds. It involves lots of writing, trying to flesh out the basic ideas we put in the design document, delving deeper into gameplay systems, and seeing what will work realistically with the programmers' and artists' schedules. And it also entails lots of meetings, where a fair share of raised voices speak of concerns that are on everybody's minds. We come up with ideas that seem great at the time, and then find out a week later that it won't work for some reason or another, and dozens of hours of effort are suddenly wasted. But then again, these disappointments are easily overshadowed by the fact that for every feature that might not make it in, a dozen more are slowly taking shape. We're making a game, dammit, and it's an incredible feeling. That said, it's also a complex puzzle of sorts. We can see all the pieces. Now we just need to make sure we put them together in a way that will be enjoyable for the players.

Since I still can't say what game we're working on, let's just play pretend. And, for the sake of this column, let's say we're doing a scrolling action game. Um, and the level we're working on deals with a city backdrop. With a lot of bad guys littered around to fight. Sounds simple, right? Yep—and also damn boring. And that's where the problem lies.

So our job is to come up with ways to spice up a classic genre of gaming. To make something simple-sounding anything but. We're having fights, fine, but how do you make them exciting? How do you make them personal to the player? I mean, what's to stop you from running right past all the bad guys you see? How do we guide a player through a level without making him feel like he's being forced along? And naturally we want varied environments in every level, so how do we introduce them without dramatic cuts? A million questions need to be answered, and every time one's solved, a handful more pop up.

Like I said, it's a puzzle of sorts, one that I'm having a great time working on. I'm sure, in the months to come, when the true stress rears its ugly head and the ironic "fun parts" are in full effect, I'll be able to look back on these days and smile. Before the tears begin.

When not playing every game he can get his hands on (for "research," of course), Ryan Lockhart (ryan_zwei@yahoo.com) pretends to help make them for Seven Studios. What game is he working on now? Well, it's fantastic, but it's also still a secret.



Pushing the Limits

GAMES GRAPPLE WITH SOME NOT-SO-ADULT THEMES

If there's one thing that's missing from video games, it's full-frontal nudity. And while we're at it, how about kids pissing in pools? Or heaps of dog crap sprinkled liberally throughout a level?

Be careful what you wish for, because several new games are seeking to sink your PS2 into new depths of depravity. Leading this dubious pack is Acclaim's *Dave Mirra BMX XXX*. Along with new features like an enhanced trick modifier, *BMX XXX* boasts a few other interesting additions, like "all-new female riders, each with realistic physics for their hair, breasts and clothes." And that's just for starters. In fact, *BMX XXX*, despite being a fully legitimate game, seems designed purely to titillate, thanks to its focus on such questionably "adult" activities as cursing, vandalism and stripping.

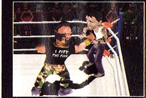
Yep, stripping. Just how does that fit into a BMX game? Very easily—if you don't care about maintaining any sense of gameplay logic. See, *BMX XXX* rewards the persistent player with videos of strippers doing their thang. And we're not talking about polygonal pulchritude—this is hardcore footage of actual strippers in action. As if that's not enough, the game encourages you to create your own dream gal, then use and abuse her through levels fraught with all kinds of naughtiness, like killing other riders, encouraging dogs to engage in their eponymous style, and sometimes even shedding her own clothes.

BMX XXX isn't the only game with stripping. Namco's *Dead to Rights*, a gritty *Max Payne*-esque third-person shooter, includes a scenario where you take control of a stripper who grinds and gyrates in order to distract a group of thugs from the hero.

Of course, the big question is: Will these games hit stores with all the naughty bits intact? It all depends on the rating. According to a top PlayStation exec, Sony CEA has no problem with adult content—as long as the game doesn't crack the forbidden "AO" rating (roughly equivalent to an X rating for films). So if these publishers can squeak their games by the ESRB rating board with "just" an M rating, then, sure, you'll have a chance to play *BMX XXX* on a PS2 this fall. But if not, then there's no way Sony CEA will greenlight these titles.

DATA STREAM

Celeb Bashing



Rockstar has finally revealed *Celebrity Deathmatch* for the PS2. Guess who the first batch of signed celebs are? Mr. T, Marilyn Manson, Tommy Lee and Bust-A-Rhymes! Look for the game this fall.

A New Dynasty

Koei has revealed that it's already working on *Dynasty Warriors 4* for the PS2. Look for the game next spring.

Sega Slammed

Previously released for the GameCube, Sega's brutal-yet-wacky soccer game *Soccer Slam* hits the PS2 this fall.

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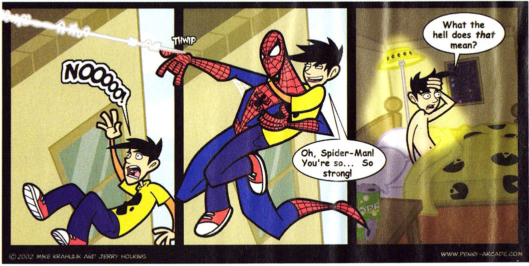

THWIP
NOOOOO!
Oh, Spider-Man! You're so... So strong!
What the hell does *that* mean?
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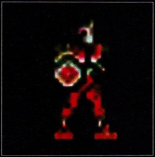


CLASSICS REBORN

Everything old is new again, with developers breathing new life into classic franchises

Change is always welcome. Especially in the games industry, where everything is in constant motion. New technologies lead to new ideas—and that helps keep games fresh. *Half-Life*, *SSX*, *Zone of the Enders*, *Rez*—these are merely a handful of recently introduced titles that offer experiences not possible just a scant few years ago.

But although many of these new franchises have been lighting up the charts lately, publishers have realized that gamers are also yearning for the classics of yesteryear. Let's face it, no matter how good these new games are, some people are still gonna want to relive the kinds of experiences that got them into gaming in the first place. But they're not just looking for the names; they're looking for a certain specific style of gameplay that's a hallmark of these titles. And it seems as if the developers are recognizing this, too. "Most games these days don't have that same action-packed, fun gameplay that a lot of the classics had," Satoshi Kanematsu, producer of the new PS2 update to *Rygar*, recently told us. "Which is why we're attempting to resurrect a lot of that in our new game." He's definitely not alone in his thinking. Other developers looking to resurrect classics are taking careful steps to rekindle the magic of the older installments while coming up with the sort of action that'll appeal to the gamers of today.

Last year's *Spy Hunter* is a perfect example of how to do things right: Midway incorporated the original's great feel and gameplay mechanics into a gorgeous and superb-playing new 3D title. Konami's *Metal Gear Solid* is another great example: Though the gameplay was changed a lot from the NES originals and it was given a slick, new cinematic flair, many of Hideo Kojima's original game concepts managed to find their way into the new installments of today.

So it's not surprising to see that companies like Midway, Konami and Sega are reaching deep into their libraries of classics to come up with even more updates for the PS2. And that they're paying close attention to what made these games so cool in the first place. Heck, in many cases—like *Metal Gear*, *Shinobi* and *Contra*—the original directors have returned to ensure the games are being done right.

One thing's for sure: More and more classics are headed to the PS2 every day. And judging by the quality of most of these recent updates, we couldn't be happier.

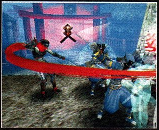
SHINOBI

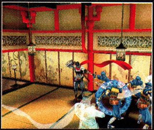
Before there was *Tenchu*, before there was *Ninja Gaiden*, there was *Shinobi*. The original ninja game, *Shinobi* was released in the mid-'80s and quickly became one of Sega's biggest franchises. And it stayed that way well into the early '90s—until the PlayStation and Sega Saturn were released. With the rise of these next-gen platforms, 3D games became the norm, meaning Sega would have to rethink the *Shinobi* formula if it wanted to keep the franchise popular. "We actually planned to make a new *Shinobi* a couple of times in the past," says Noriyoshi Ohba, president of Overworks, Sega's studio that produces *Shinobi*. "But the timing was never right." He even considered making the game for Sega's failed Dreamcast, but he didn't think it could be done right until the PS2 came into the picture. "Once Sega changed its policy to multiplatform, we saw the perfect opportunity," Ohba says.

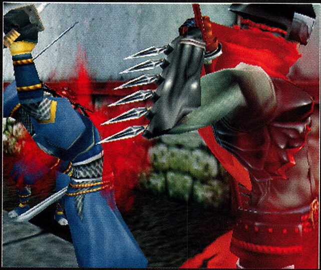
Sega then had the tough task of crafting a product that would retain the classic *Shinobi* gameplay but could also stand next to the *Devil May Crys* of today. "Right now, with 3D action games it's very rare to see something like *Shinobi*," Ohba stresses. "Even though it's gone from 2D to 3D, the classic images of *Shinobi* still remain the same—something that other 3D games haven't been able to do." Ohba's right-hand man, Takashi Uriu, the producer of *Shinobi*, agrees. "Many games today are called 'action/adventure,'" he explains, "but I feel that the games are 20 percent action and 80 percent adventure. You just have to find keys, then unlock doors, and then do the same thing again and again." Uriu doesn't get why games make you do all that. "Why not just break down the door?!" he yells, jokingly. "In some action games you can't even jump—and they still call those action games?" But although action is the emphasis of *Shinobi*, Uriu realizes a good story is still important. "In our game, it's more like, maybe, 60 percent action and 40 percent adventure."

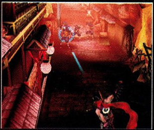
The moment you start playing the new PS2 game, you can feel the old *Shinobi* magic. It's fast, it's fun, and it's packed with action. However, a few changes have been made now that the game is in 3D, the biggest being that your shurikens are no longer your primary weapon; instead, it's your sword. "The shuriken suits 2D, but the sword matches with 3D," says Uriu. "It's just harder to throw shurikens in a 3D environment."

Overworks also added in a stealth dash, which leaves behind a ghost that will puzzle your enemies, allowing you to quickly strike multiple foes. "This is called 'tate,'" explains Uriu. "It's used in a lot of samurai movies—it's when you kill a lot of people so quickly without them even knowing." It's this "tate" that Uriu thinks will set *Shinobi* apart from the previous games. "This is a game that will make the player really fall in love with what he's achieved, because he feels so good about it." he says. "It's really beautiful." We'd have to agree—after spending some quality time with an early version, we can't wait to perform more tate either.







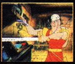


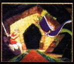
DRAGON'S LAIR

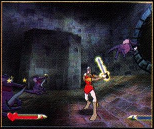
Dragon's Lair 3D isn't the first game in which Dirk the Daring has braved his way onto a console beyond his popular 1983 laserdisc adventure—but it does look to be the first *good* one. Coming our way from Encore late this summer, *Lair 3D* retells Dirk's quest to save Princess Daphne from the dragon Singe, including 3D representations of almost every room depicted by Don Bluth's animation nearly two decades ago. But, unlike the original classic, you can actually control every movement of the game's now cel-shaded protagonist.

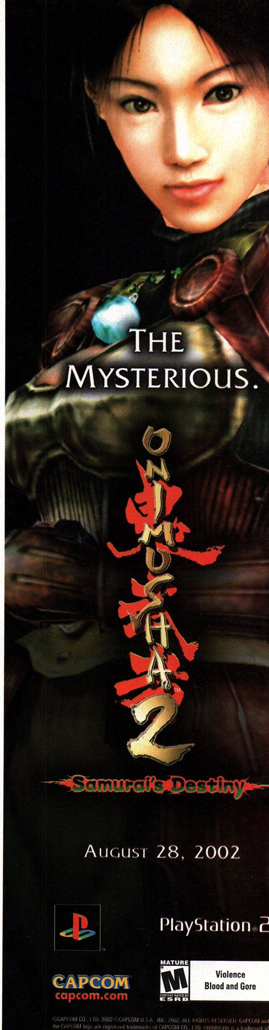
Bluth returns to the game, along with producer Gary Goldman, to provide some original 2D animation and also to consult. "We've been very involved in the environments and backgrounds," says Bluth, who also claims to visit developer DragonStone for two hours a day.

"We tried to make sure we didn't lose the personality of Dirk," adds Goldman. And with plenty of humorous animations, not to mention Dirk's trademark grunts and overall bumbling bravery intact, it appears that DragonStone has succeeded. The only question: Will people still care?









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CONTRA

Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A, Start. Even though that code hasn't been used for more than a decade now, it still remains fresh in the mind of many a gamer. Why? Because it was an essential Konami cheat code made popular by one of the most memorable classics for the Nintendo Entertainment System: *Contra*. And although the *Contra* legacy continued throughout the '90s, it fell on hard times when Konami of America decided to hand over the development duties to Appaloosa, which then created two horrid *Contra* installments on the PSone. It seemed like the prized franchise was forever doomed.

But thanks to years of pleading from fans, Konami is resurrecting *Contra*—in every sense. They brought back Nobuya Nakazato, director of *Contra III* for the Super Nintendo and *Contra Hard Corps* for the Sega Genesis, and allowed him to do *Contra: Shattered Soldier*. The way he wanted to.

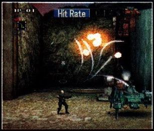
"Now that the PS2 hardware is available, I am extremely happy to come back and do another *Contra*," enthuses Nakazato. "Now we're able to pull off incredible 3D backgrounds and lots of different camera angles, yet still retain the 2D gameplay that the fans have been asking for." He too wasn't much of a fan of the last two 3D Contras. "3D games, though visually more impressive, in general lack something, especially in the action genre," he says. "This is why I've made a concentrated effort to bring back the old gameplay feel, while still updating the graphics."

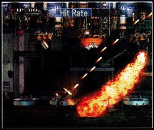
And from what we've seen of the game, he's doing a great job. The graphics are indeed in 3D, but gameplay is strictly 2D—and it works wonderfully. Plus, there's everything that you'd expect from a *Contra* game: swarms of enemies to shoot and plenty of bosses. "There are lots of bosses for each stage, a lot of which return from previous games," Nakazato reveals. "But every one has been completely redone. Let's just say that if you're a huge *Contra* nut, a couple of these might bring a smirk to your face."

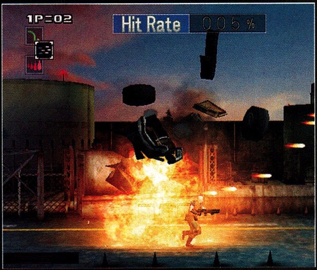
Nakazato has made a few changes to the typical *Contra* format, though. In *Shattered Soldier*, you're given three selectable guns at the start of the game, unlike previous titles in which you'd obtain weapons by shooting pods. Interestingly, such staple weapons as the spread gun are now absent. "That gun makes the game too easy," Nakazato claims. "That's not what I wanted for this one." Instead, *Shattered Soldier* places an emphasis on how well you perform with the weapons available. "It's more like a strategy game," Nakazato explains. "You have to use your head to figure out what sort of weapons or strategies are best for what sort of enemies in the game." The better you perform, the better ranking you'll earn, which in turn unlocks more stages and better endings.

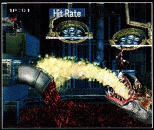
Nakazato also felt this new *Contra* deserved a new look, so he called upon Ash Wood, an artist who'd previously worked on the *Alien* films, to handle the visual design. "I was a big *Contra* fan way back," Wood told us. "In the old days, *Contra* had this real Giger-esque feel, with all those aliens and monsters." Ash couldn't resist the offer to work on this one. "I'm thrilled to be a part of it now because this is *like* the old ones," he tells us. "Sure it has all those cool whistles and bells now, but it feels like the old games. I don't even work for Konami and I'm giving it the thumbs-up."

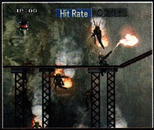
We'd have to agree with Ash on that one. Based on what we've played so far, we're giving it the thumbs-up as well.







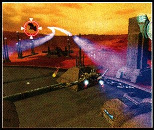


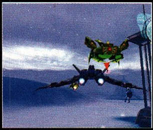


FULL THROTTLE

Aside from its Star Wars games, LucasArts was once well-known for its point-and-click adventure titles, including *Monkey Island*, *Grim Fandango* and especially *Full Throttle*. But in the later '90s, when the emphasis was placed on 3D gaming, these kinds of titles were all but forgotten. Then came last year's critically successful PS2 *Monkey Island* installment, which basically threw the doors wide open for this neglected genre. And after years of beseeching on the part of fans, LucasArts is finally preparing a sequel to its classic *Full Throttle*, an incredibly cool adventure starring a biker named Ben who has an aptitude for slick one-liners. ("This is really a religious pilgrimage for me. A religious pilgrimage with a lot of butt-kicking.")

The PS2 sequel will introduce new action elements and fighting sequences, but LucasArts maintains that a lot of what made the original so appealing—its story and adventure gameplay—will remain intact. Most important, though: Ben will, of course, return.





DEFENDER

Considering that the basic concept of the original arcade classic *Defender* was to blow stuff up and rescue people, it doesn't seem like it would be difficult for Midway to put together a similar gameplay experience for its upcoming PS2 remake. And indeed it's not, as that's essentially all you do in the new game. Except that now you're given a variety of different ships to pilot, and you cruise through a 3D world. Also, *Defender 2002* is mission-based, giving you certain tasks like performing flying rescues or striking certain enemies.

To keep fans of the original happy, though, Midway's developers have made sure a lot of the enemy ships are based on designs from the first game, and they've placed a heavy emphasis on pure action. And for those who simply can't stomach the game's move into the 3D world, they've even included the original game as an unlockable secret in *Defender 2002*. Sweet!

RYGAR

Back in the late '80s, Tecmo was mainly known for three things: its Ninja Gaiden series, its Tecmo sports line and last but not least, a quirky game by the name of *Rygar*. What made *Rygar* so special to its legion of fans was the rather unique weapon its main character possessed: the Diskarmor, a spinning bladed disc that could be swung around like a yo-yo. It was a classic.

Because of the great response Tecmo got from fans about the news of a *Ninja Gaiden* remake, the company realized that *Rygar* was another classic that could become a potential hit on the PS2. But from day one, producer Satoshi Kanematsu made it his intention to maintain the fun gameplay of the original. "What I don't like about most of the 3D games of today is that you're constantly running around looking for items or different paths to follow," he tells us. "I don't want people to have to think when they play Rygar—I just want them to have fun."

So far, he's got that nailed. When you play *Rygar*, you don't have to think, and it *is* all about fun. All you've got to worry about is swinging that Diskarmor around and whacking lots of enemies (including some rather insane bosses). Which was exactly what the original was all about. Now it just looks about a million times cooler.

MORE CLASSICS ON THE WAY

In addition to the games we've highlighted here, a lot more classics are going to be popping onto the scene in the next year or so. Tecmo is currently working on a new *Ninja Gaiden*, which will premiere on Xbox first (Microsoft nabbed the rights) and land on the PS2 sometime after in 2003. Konami has one more biggie up its sleeve besides *Contra*: the new *Castlevania* for PS2, which will be revealed sometime in the next few months. Sega is currently working on a new *Dragon Force* for the PS2, and a version of *Sonic the Hedgehog* is said to land on the PS2 in 2003 as well. Midway is just having a field day with its classic remakes—the next one currently being redone for the PS2 is its arcade classic *N.A.R.C.*

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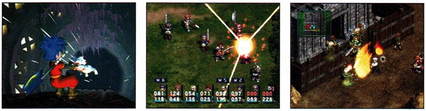
A WHOLE NEW DESIGN

Working Designs surprises with its new localization choices

Working Designs has long been known for its quality localizations of quirky and obscure titles, but its latest batch of import choices are a bit surprising even by the publisher's own standards. At this year's E3 show, Working Designs officially announced that it will bring over Konami's *Mystical Ninja Goemon*, an almost two-year-old PS2 action-adventure game that Konami of America decided *not* to localize, as well as two of Atlus' *Growlanser* games, both of which Atlus USA—also known for its localizations—even passed on. We began to wonder if the import scene, with big boys like Eidos now in the game of porting over Japanese products via its Fresh Games label, was becoming a little too crowded for WD.

Not so, says President Victor Ireland. "Fresh Games isn't really serving the true hardcore audience," he tells us. "Their ads and Web site are targeted toward a 'cool' mainstream-type audience that turns off the hardcore in general." Ireland believes he knows the hardcore audience and expects gamers to fully enjoy what he sees as overlooked treasures. "We have a core fanbase that seems to share our taste in great games," he explains. "A large portion of the *Arc the Lad* purchasers are WD fans who hadn't played a strategy RPG before. They bought *Arc* simply because we did it and they knew to trust our judgment in great gaming experiences. It's a trust we value highly."


From left to right: ***Mystical Ninja Goemon*****,** ***Growlanser II*** **and** ***Growlanser III*****.**

For *Goemon*, WD is working with Konami of Japan on fixing up a bunch of problems that plagued the Japanese original. "We plan to make the title use the controller buttons a little better, improve the framerate, and try to drop in some anti-aliasing ability so the screens don't look as jaggy," he says. The fact that Konami has allowed WD to even attempt the game in the States is a big deal—and one that could possibly lead to other lost Konami titles (*Policenauts*, anyone?) coming here. "We want to really show Konami that we can give their titles great visibility with hardcore fans, and treat the games with the care they deserve."

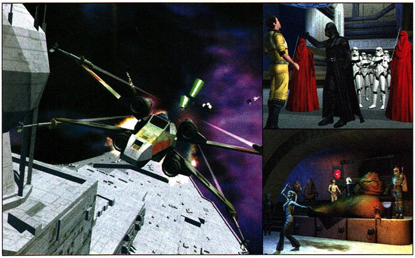
Bringing over the *Growlanser* games is a much harder task, though, as the original PSone game was never released in the States. "When *Growlanser I* for the PSone came out, we mistakenly assumed that Atlus would bring it to the U.S.," says Ireland. "When *Growlanser II* came out and there were still no announcements, we got involved to do it ourselves." So now he intends to bring the two PS2 sequels to the States, updating gamers on the backstory in the manual. "We're just thankful that the U.S. is getting *any* of these great titles," Ireland enthuses.

So will the *Growlanser* games and *Goemon* be everything WD claims? Perhaps, but there are two things we can pretty much count on: They'll probably all be delayed—but they'll definitely get the treatment they deserve.

2002 PLAYSTATION AWARDS

Sony has long relied on the support of third-party developers to keep the PlayStation strong, and as a way of saying "thank you," holds the PlayStation Awards every year in Japan. The ceremony honors the best-selling games for PlayStation platforms. Some of this year's winners include: *Metal Gear Solid 2*, *Devil May Cry*, *Dynasty Warriors 3*, *Final Fantasy X*, *Dragon Warrior VII* and *Virtua Fighter 4*. Naturally, all of Japan's top game makers, such as *MGS*'s Hideo Kojima, *Onimusha*'s Keiji Inafune and *VF4*'s Yu Suzuki, showed up to accept their awards. And in typical awards-show fashion, Sony had lots of models and popular Japanese pop bands on hand.

A shot of Ken Kutaragi (far right) helping present an award, right before the giant monster on the stage ATE HIM.



Star Wars Galaxies

If you've kept an eye on the PC scene lately, you know the one massively multiplayer online RPG that everyone's looking forward to—*Star Wars Galaxies: An Empire Divided*. While PS2 owners shouldn't get their hopes up to see this *exact* Sony Online Entertainment-developed game, LucasArts has announced a platform-unique version of *Galaxies* for late 2003.

While we're short on specifics for the PS2 version, it's safe to assume it'll be relatively similar to *An Empire Divided*. Pretty much anything you can imagine wanting to do in the Star Wars universe during its "classic trilogy" years can be accomplished in *Galaxies*. Destroy Rebel scum or fight the power in the Alliance. Or just ignore it all as a bounty hunter or an underling for a certain Hutt in the intergalactic mafia. You can even lead a simple life as a cook, a moisture farmer, whatever. Though it's not easy to do, play your cards right and you might become a Jedi—good or otherwise. Part of the fun also lies in choosing your race (*Divided* features eight), then using the extensive creation tools to make yourself look however you like.

Galaxies really does appear to be a Star Wars fan's ultimate dream game. We certainly don't have a bad feeling about this.

DATA STREAM

Making Fighters

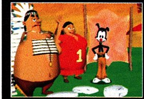
WAITING FOR CHALLENGER
66

In addition to *RPG Maker 2*, Agetec is currently preparing *Fighter Maker 2* for release late this year. Not only does it look much better, but there's plenty more to customize.

Treasure Found

Sony will release platform games based on the upcoming Disney animated movie *Treasure Planet* for the PSone and PS2. Look for both the movie and games this fall.

New Animaniacs



In addition to *Tiny Toons*, Conspiracy is bringing back the Animaniacs franchise with a new PS2 platformer called *Animaniacs: Hollywood Hijinx*. Look for it early next year.

Arc the Lad Info

Sony has revealed new info on its PS2 Arc the Lad, now titled *Arc the Lad: Spirits of the Dusk*. The game will sport 3D graphics similar to *FFX* but will retain the strategy battles of the previous games. The soundtrack will also once again be fully orchestrated.

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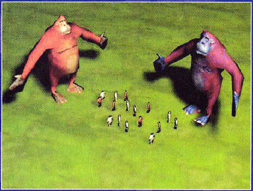
PlayStation 2 Sponsors Ozzfest 2002
Sony has teamed with Ozzy Osbourne to have this year's Ozzfest summer concert tour sponsored by PS2. For info on tour dates, head over to www.ozzfest.com.

WHAT EVER HAPPENED TO...

BLACK & WHITE

Way back in April 2001, we previewed a PSone version of the then-much-ballyhooed *Black & White*. Developed by Lionhead Studios, the PC "god simulator" earned critical acclaim for its innovative concept (which in turn earned a fair amount of cash for publisher EA Games), in which you assume the role of a deity worshiped by a primitive civilization. Usually taking the form of a giant feline, primate, equine or some other animalistic manifestation, you directly affected the lives of your followers through your actions. You could be good; you could be evil. You could be attentive; you could be neglectful. Whatever the case, those living only to serve you would accept—sometimes even *suffer*—the consequences.

So what's the status of the PSone port now? Since that issue well over a year ago, we have yet to even report on it—but finally, things appear to be on track once again. Though England-based Midas Interactive originally planned to bring the title stateside, U.S. publishing duties have shifted to Maryland's own Bethesda Softworks, which plans to release the game this fall. More significantly, however—and even more responsible for the delay—is the fact that development responsibility has changed twice, now resting in the apparently capable British hands of Blade Interactive.



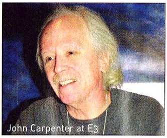
"The PSone version will have all the addictiveness of the PC version, without being a direct port," Blade's managing director Peter Jones told *Official UK PlayStation Magazine* for its June issue. "We like to think the version has been PlayStationized. The control method is tuned to the console, and we have added some nice touches like an on-screen map window."

But what of a PS2 version, as has also been indicated in the past? EA Games seems the most likely candidate to release such a title, but the company insists it has no plans to do so at this time. Perhaps a successful PSone release might change its mind?

Wanna get the scoop on a game that's fallen off the radar? Then just send an e-mail to opm@ziffdavis.com with the subject "What Ever Happened to..." and we'll look into it.

Another Thing Comin'

Horror legend John Carpenter speaks



John Carpenter at E3

John Carpenter likes to scare people. In fact, the renowned director of *Halloween*, *Escape from New York*, *The Fog* and *John Carpenter's Vampires* works hard to keep movie audiences chilled.

Speaking of chills, he visited this year's E3 to endorse Universal Interactive's adaptation of one of his best fright-fests, 1982's *The Thing*, starring Kurt Russell. The movie is tailor-made for interactive mayhem, featuring a military rescue team that battles a nasty shapeshifting alien at an isolated Antarctic outpost.

Carpenter's first E3 was a hit, with crowds stopping by to schmooze or to nab an autograph. We finally cornered Carpenter, and he shared his thoughts on E3, horror and *The Thing*.

What do you think of your first E3?
It's amazing. It shows how this industry has taken hold and is going crazy.

Do you play video games?
Oh, sure. I got into gaming with *Sonic the Hedgehog*. Also, *Spyro*, *Crash Bandicoot* and that sort of thing really appeal to me.

Horror movies are never well-received critically, though they remain very popular. Why is that?
It goes way back. Humans have loved being scared since we came out of the trees, sitting around campfires telling ghost stories to each other. People love the thrill of being scared in the theater. But critics see it as the same as pornography—"How could that be any good?" I tend to ignore that crap. I grew up watching sci-fi and horror films and I didn't think they were beneath other films. I think they are harder to do.

Critics bashed *The Thing* when it was released, though it's one of the best movies of the genre. What happened?
It was too tough for them. It's about the end of the world and there's no hope in it. At the time, it was the beginning of the Reagan years, and a lot of heroics and Rambo were coming into fashion.

How does it feel that a new generation will be interacting with the scenarios you devised 20 years ago?
That the movie would end up as a game that picks up where the movie left off is pretty astonishing. I would never have imagined it. I've seen it played, and it's really neat.

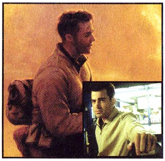
Would you attend E3 again?
Oh, sure. I had a lot of fun. I'd love to go just to hang out. My son was with me, and he was in heaven. I don't think he ever wanted to come home.

—Karen Jones

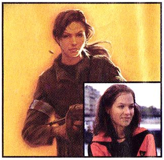
DREAM CAST

War movies are dropping out of the sky like cluster bombs. Are the makers of *Windtalkers* and *We Were Soldiers* serious? We have our own war movie in mind, but we aren't going to miscast starring roles with the likes Nicolas Cage and Mel Gibson. Instead, we went with actors fit for our *Medal of Honor* flick. We can't miss with these thespians.

Got any ideas for a Dream Cast of your own for another game? Send them to us at opm@ziffdavis.com with the subject DREAM CAST.



Lt. Jimmy Patterson: Ron Livingston
One of the deepest characters in HBO's *Band of Brothers*, Livingston portrays a perfect soldier who feels both heroism and fear in the exact same moment.



Manon Batiste: Franka Potente
If you don't remember this tough girl from *Run Lola Run*, you might know her better from her co-starring role with Matt Damon in *The Bourne Identity*, now in theaters.

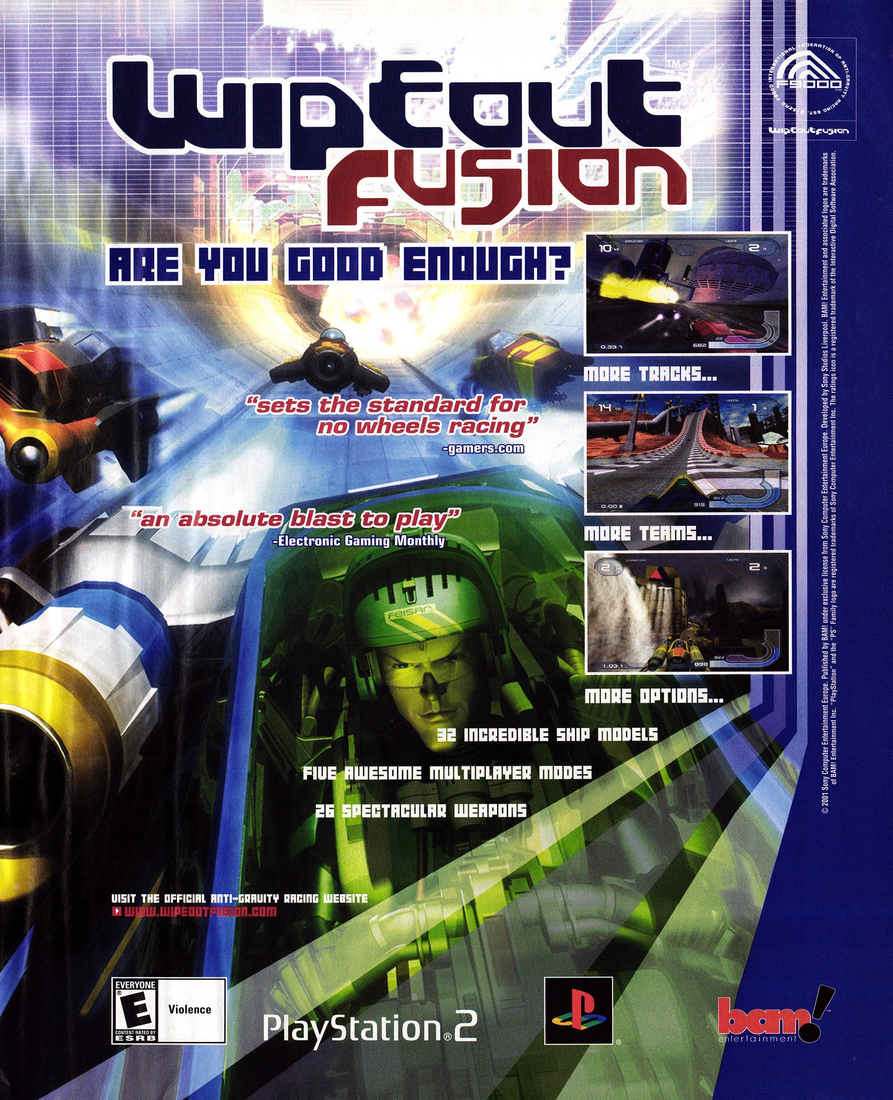
Rudolph Von Sturmgeist: Willem Dafoe
Dafoe's face was stupidly obscured through most of *Spider-Man*, where he played the Green Goblin. But we'd keep that uniquely cut visage open for all to see.

Master Sgt. Kelso: John Malkovich

The Malevolent Chef: Vinnie Jones

Corp. Barnes: Neal McDonough

photo Grantiz/wireimage



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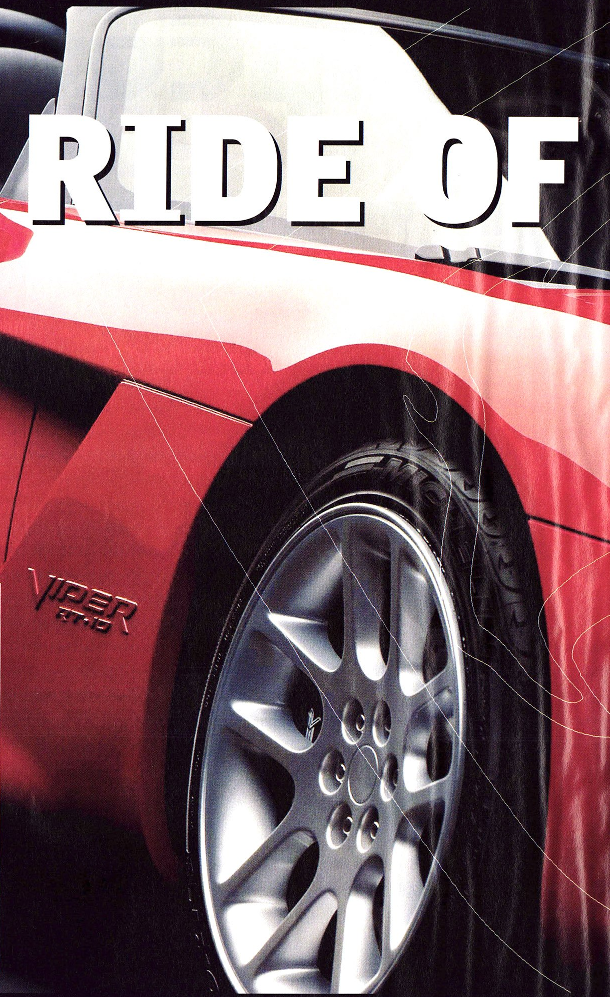
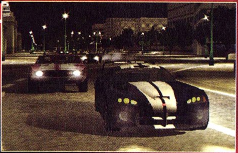
RIDE OF





DODGE VIPER 2003

The real thing: 500 is the magic number for the incredible new Viper—500-cubic-inch V10, 500hp and 500-pound-feet of torque. What does all that mean? When it accelerates hard, the Viper feels a little like being punched in the chest by a 500-pound gorilla. Few cars can compare with the sheer brute force that the new Dodge delivers. The new styling is a little less butch than before, but the fact that it's a "true" convertible this time means that it's actually more practical than the outgoing car. If you really want one, you're going to have to find $70,000 and put your name on a waiting list. Alternatively, you can wait till next year for a coupe that's rumored to be even more powerful. Scary. www.4adodge.com

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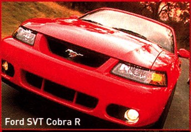
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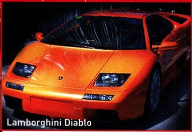
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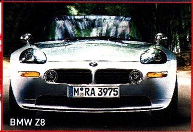
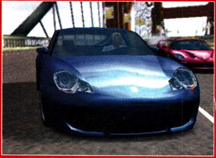

BMW Z8

ASTON MARTIN V12 VANQUISH

The real thing: How many of you knew that this classic British marque is now owned by Ford? None? Well, now you do. Without a doubt the top tier of Ford's "Premier Automotive Group" (PAG), Aston Martin sits alongside Volvo, Lincoln and Land Rover at the very high end of Ford's range. The V12 Vanquish is quite definitely the most spectacular car in the catalog, though, and will be featured in the upcoming James Bond movie *Die Another Day*. So what's so special about it? Apart from looking absolutely stunning, this $228,000 supercar maxes out at a very James Bond-worthy 190mph, hits 60mph from a standing start in five seconds, and does it all while keeping the driver and a passenger in the very lap of luxury. If you have a quarter of a million lying around and want to get one of these, there are only 26 dealers in North America (including Canada) where you'll be able to indulge yourself. www.astonmartin.com

Drive it in: *Need For Speed: Hot Pursuit 2, Gran Turismo 3*



BMW Z8

The real thing: BMW's most expensive model isn't quite everyone's cup of tea. With an on-the-road price of $130,645 (including handling and destination charges), you have to be pretty convinced of its charms. You also have to be prepared to put your name on a waiting list for the 155mph roadster that can hurtle from 0 to 60 in 4.5 seconds. Very limited numbers are imported into the U.S., so even seeing one on the road is a rare treat. The Z8 comes in just five different colors, but you only really ever see the silver one—just like James Bond drove in *The World Is Not Enough*. It has a real retro vibe, but the 394bhp V8 under the hood sure does make a lovely noise. www.bmwusa.com

Drive it in: *Need For Speed: Hot Pursuit 2*

TOTAL COST OF RIDES ON THESE PAGES: $1,722,007

TOTAL COST OF THE FIVE GAMES IN WHICH THEY ALL APPEAR: $249.75

COST OF THESE THREE GAMES WITH A PS2: $448.75

YOU SAVE: $1,721,558.25

CORVETTE Z06

The real thing: Almost certainly the best value supercar on the market today (if you have this kinda money). For $50,844, you get one hell of a lot of car—with performance figures that easily match those of the Ferrari F360, which is more than double the price. Based on the dubiously designed hardtop variant of the Corvette C5, the Z06 is the performance model in the 'vette range. The car is stripped down to be lighter, while the spectacular engine has been tweaked (in the 2003 model) to produce a staggering 405hp. That's up from 375hp in the basic 'vette. www.corvette.com

Drive it in: *Need For Speed: Hot Pursuit 2, Gran Turismo 3*

FORD SVT COBRA R

The real thing: Chevy gave up on the Camaro, and Pontiac ditched the Firebird (for being ugly as *well* as being a bad-seller, we hope), but Ford continues to do well with the Mustang. Before the completely redesigned car emerges as a 2004 model next year, the loons at SVT (Ford's in-house performance shop that also tweaks the F-150 Lightning and SVT Focus) have produced this 390hp Mustang. With a completely overhauled V8 under the hood that pushes the thing from 0 to 60 in 5.3 seconds, this $35,000 monster is storming its way into Corvette territory. The new body kit beefs up the clumsy lines of the basic Mustang too. www.svt.ford.com

Drive it in: *Need For Speed: Hot Pursuit 2, Gran Turismo 3*

LAMBORGHINI DIABLO

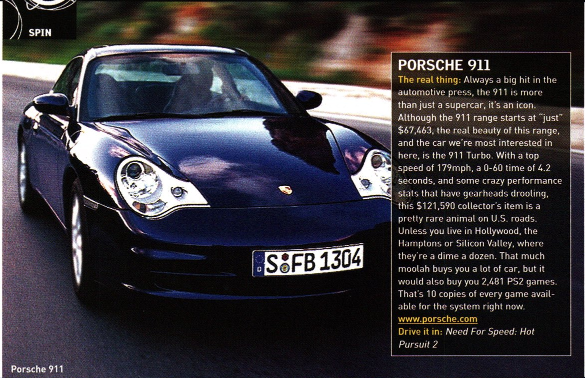
The real thing: Recently replaced by the even crazier Murcielago, the Diablo reigned supreme for many years as one of the fastest production cars in the world. Its 6.0 liter V12 could push the car to 185mph and accelerate from 0 to 60 in a hair under four seconds. Originally designed to replace the infamous Countach (spectacularly ugly and spectacularly fast), the Diablo has been slightly tweaked a number of times to improve its long and low profile. The final incarnation, the Diablo SV, weighs in with a hefty $200,000 price tag. At the peak of its popularity during the early '90s, there were models that cost even more! www.lamborghini.com

Drive it in: *Need For Speed: Hot Pursuit 2*

FERRARI F360 MODENA

The real thing: Described by many as the perfect supercar. The F360 (which is the bottom rung on the Ferrari ladder), along with Porsche's awesome 911 Turbo, provides the best possible experience in terms of both performance and practicality (as much as a two-seat supercar can be practical!). The F360 is arguably one of the most beautiful cars ever created—and with its fiery-red 400hp V8 barking behind the driver's ears, it's certainly a crazy performer. The speedo finally stops moving as you reach 189mph, and it hurtles from 0 to 60 in 4.3 seconds. The price for this gorgeous beast? The same as 684 PS2s or 2,775 games—so that's $136,000. Start saving now. www.ferrari.com

Drive it in: *Need For Speed: Hot Pursuit 2*



Porsche 911

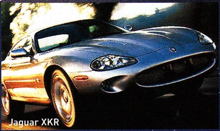
PORSCHE 911

The real thing: Always a big hit in the automotive press, the 911 is more than just a supercar, it's an icon. Although the 911 range starts at "just" $67,463, the real beauty of this range, and the car we're most interested in here, is the 911 Turbo. With a top speed of 179mph, a 0-60 time of 4.2 seconds, and some crazy performance stats that have gearheads drooling, this $121,590 collector's item is a pretty rare animal on U.S. roads. Unless you live in Hollywood, the Hamptons or Silicon Valley, where they're a dime a dozen. That much moolah buys you a lot of car, but it would also buy you 2,481 PS2 games. That's 10 copies of every game available for the system right now. www.porsche.com

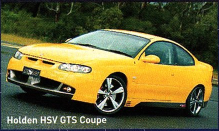
Drive it in: *Need For Speed: Hot Pursuit 2*

Caphini Vauxhall VX220

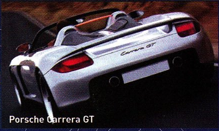
Lotus Elise



Jaguar XKR



Holden HSV GTS Coupe



Porsche Carrera GT

HOLDEN HSV GTS COUPE

The real thing: What the hell is Holden? It's the Australian division of General Motors (Chevy, Pontiac, Buick, Cadillac, Saturn, GMC), and chances are you'll be hearing a lot more about them in the coming years. Why? Mainly because of what its HSV (Holden Special Vehicles) division is doing to make frightening supercars out of "normal" sedans and coupes. The HSV GTS coupe is a particularly significant car, since it will be rebadged for the U.S. market next year as the new Pontiac GTO. At first glance, it has a lot in common with your typical performance car from GM. It's not particularly remarkable to look at, it isn't necessarily the most luxurious thing you'll ever see—but peek under the hood and this fairly normal-looking coupe has a tweaked version of the scary LS1 V8 engine from the Corvette crammed into the engine bay. That's just over 400hp of fiery beast propelling something that's not-too-distantly related to a 2003 Chevy Malibu. Performance figures are astounding: With a top speed of 170mph and a 0-60 sprint in 5.6 seconds, it should herald the return of Pontiac as a serious performance car shop. The Holden is currently on sale in Australia for a price a little shy of $50,000. Expect the Pontiac GTO to be even less than that. www.hsv.com.au

Drive it in: *Need For Speed: Hot Pursuit 2*

JAGUAR XKR

The real thing: Like Aston Martin, Jaguar is a long-respected British marque that now sits within the safety net of the massive Ford empire as part of PAG (see Aston Martin). The XKR is the performance version of the popular GT luxo-coupe, the XK8. Although its lesser-powered siblings are associated with middle age, cigars and golf clubs, the XKR adds some much-needed bite to the aging tourer. Power comes from a 370hp V8 that immediately puts the vehicle into real supercar territory, as it proves capable of brutishly forcing four people (well, two plus a couple of very small persons) in considerable luxury from 0 to 60 in 5.1 seconds. That's almost as fast as its bigger brother, the Aston Martin Vanquish—but for $146,000 less. Why the huge price difference? The XKR maxes out at 155mph as opposed to the AM's 190, and arguably does so with a little less poise. Still, the big ticket price tag of $81,330 isn't to be sniffed at. That's 408 PS2s. www.us.jaguar.com

Drive it in: *Need For Speed: Hot Pursuit 2, Gran Turismo 3, Test Drive*

THE GAMES:

Need For Speed: Hot Pursuit 2 (EA Games)
www.eagames.com

Test Drive (Atari/Infogrames)
www.atari.com

Gran Turismo 3: A-spec (SCEA)
www.scea.com

Moto GP2 (Namco)
www.namco.com

Riding Spirits (Bam Entertainment)
www.bam4fun.com

LOTUS ELISE

The real thing: One of the few rides here that we're unlikely to see "officially" imported to the U.S., the Elise is an amazing little car. While most of the cars here entertain drivers with a combination of dynamics and brute force, the Elise is a perfect example of how a power-to-weight ratio can be used to incredible effect with just a 120hp, 1.8 liter engine. Although not as crazy in terms of performance as some (it hits 60 from a standing start in 6.1 seconds), it's raved about in England as one of the best-handling cars on the road. Equivalent dollar price is $34,000. www.lotuscars.com

Drive it in: *Need For Speed: Hot Pursuit 2, Gran Turismo 3*

PORSCHE CARRERA GT

The real thing: $316,900. That's an extremely good-sized house in most parts of the U.S. For Porsche's new range-topper, though, that buys you two leather seats in an aluminum cockpit that sits just in front of a 550hp, 5.5 liter V10 that's bolted to a carbon-fiber body. Point this bay at the horizon and stomp your foot down on the accelerator and things don't stop happening until the speedo needle hits 205mph. It may look a bit like the Boxster in photos, but when you see one for real, you'll think it's the only car that God would drive. Porsche dealers will be taking delivery of this amazing car this fall, but if you want one, you should have ordered yours over a year ago. Put your name down now along with a hefty deposit for 2005 delivery. www.porsche.com

Drive it in: *Need For Speed: Hot Pursuit 2*

VAUXHALL VX220

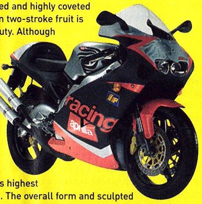
The real thing: It looks uncannily like the Lotus Elise with a slightly different body, doesn't it? You know why? Because it is! Vauxhall, like Holden, is a division of General Motors and is the brand drivers see in the U.K. (in mainland Europe the cars go by the Opel name). To spice up its boring family-car image, Vauxhall teamed up with Lotus to do a beefier version of the Elise with a 145hp engine in the trunk. The 138mph sportster has proven extremely popular in Europe and is rumored to come stateside as a baby Pontiac. Equivalent dollar price would be $34,000. www.vauxhall.com

Drive it in: *Need For Speed: Hot Pursuit 2, Gran Turismo 3*

TWIST A GRIP ON THE PS2

SOMETIMES TWO WHEELS ARE BETTER THAN FOUR

APRILIA RS250

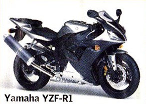


The real thing: A world-class Moto GP dominator. One of the most beloved and highly coveted of the forbidden two-stroke fruit is this Italian beauty. Although this is a nearly perfect race replica that provides surgical handling and breathtaking quickness, like most Italian bikes (and cars), the RS250 draws its highest marks for style. The overall form and sculpted lines give this bike what many consider museum-quality styling (no neon stickers or garish colors needed here). The top speed is only 125, but the 65hp it pulls from a two-cylinder two-stroke feels like much more. Match that up with a feather-light, aircraft-strong aluminum/magnesium alloy frame and fully adjustable suspension, and you arguably have one of the most exciting rides out there. If you somehow manage to snag one of these honeys, be prepared to pay upward of $13,000, plus tariffs and such.

www.aprilia.com

Drive it in: *Moto GP2*

YAMAHA YZF-R1



Yamaha YZF-R1

The real thing: Incorporating technologies previously used only in competition, including cutting-edge fuel injection systems to funky frame and radiator trickery, this $10,299 bike is streets ahead of the competition. All this translates into a machine that corners on a razor's edge, accelerates to ludicrous speed, and can stop on a dime. If you want a time-tested bike that's constantly updated in all the right places, jump on—and hold on. It will wring 152hp out of its 382-pound self, and yank you from 0 to 60 in 2.95 sec. In case you're feeling extra insane, you can try to hit its top speed of 173mph.

www.yamahausa.com

Drive it in: *Riding Spirits*

SUZUKI GSX-R1000

Suzuki GSX-R1000

The real thing: Voted "best superbike" by every bike mag of record, this beast definitely isn't for beginners. Affectionately referred to as the "Gixxer" by its legions of fans, this machine is all business. Not the classiest-looking bike ever, but if pure power is what you're after, your quest ends here. You can't argue with 136hp at the rear wheel (the true measure of a bike's power) on a 374-pound machine. The rest of the components are spot-on, from the fully adjustable suspension, to the rigid frame (to handle the massive amounts of torque), to the all-important brakes. Unless you buy a used factory race cycle, you can't get more bike for your buck. Speaking of bucks, the GSXR is relatively cheap! With an MSRP of $10,399, you can get a real street rocket for less than half of what an American lead sled will set you back.

www.suzuki.com

Drive it in: *Riding Spirits*

WHAT IS MOTO GP?

It's basically a really light bike with tons of horsepower. Unfortunately, due to political wrangling a few years back, the EPA decided we can't have the 150cc and 250cc bikes that make up this class of racers over here, supposedly because their two-stroke engines burn too much oil. This is generally thought to be untrue by many aficionados due to the clean-burning synthetic oils that most manufacturers strongly recommend in their machines anyway, along with the new Euro 2 emissions standards these bikes now meet in their native land. Rumor has it there are ways around this—of course, most aren't exactly legal, and some states like California are really cracking down on violators, so we won't go into that here. But if you were somehow able to register one as, say, lawn equipment, in a state that starts with O or V and ends in an N or T, you might be on the right track.

LAMBORGHINI MURCIELAGO

The real thing: Lamborghini has always had a reputation for the outrageous, but the Murcielago (pronounced *mur-thee-a-lah-go*) is completely nuts. Its 6.0 liter V12 produces a whopping 580hp, enough power to fire the car forward to 210 mph. Acceleration is simply frightening, as it clocks in figures of 0-60 in 3.7 seconds. Just think about that for four seconds. Done? You'd be going faster than 60mph already if you were in this Lambo. All this power doesn't come cheap. The expected U.S. price is somewhere in the region of $200,000, and there's a year-long waiting list.

Drive it in: *Need For Speed: Hot Pursuit 2*

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GAME	PUBLISHER	RELEASE DATE
Jimmy Neutron Boy Genius	THQ	715/02
VIP	Ubi Soft	8/1/02
Tennis 2K2	Sega	8/1/02
Run Like Hell	Interplay	8/8/02
The Thing	Universal Interactive	8/8/02
NCAA College Football 2K3	Sega	8/9/02
Street Hoops	Activision	8/14/02
SOCOM: US Navy Seals	Sony	8/19/02
Madden 2003	Electronic Arts	8/20/02
NFL 2K3	Sega	8/22/02
Onimusha 2	Capcom	8/22/02
Disney Golf	Electronic Arts	8/29/02
Antz Racing	Vivendi	8/30/02
King of the Coliseum	bam! entertainment	9/3/02
Pac Man Fever	Namco	9/4/02
Robocop	Titus	9/4/02
Turok: Evolution	Acclaim	9/5/02
Need for Speed: Hot Pursuit 2	Electronic Arts	9/6/02
Egg Mania	Kemco	9/11/02
Simpsons Skateboarding	Electronic Arts	9/12/02
ESPN Winter X Games	Konami	10/12/02
Star Trek: Shattered Universe	Interplay	9/16/02
Armada 2: Star Command	Metro3D	9/17/02
Gundam: Federation vs. Zeon	Bandai America	9/17/02
Dune	DeramCatcher Interactive	9/17/02
Dino Stalker	Capcom	9/18/02

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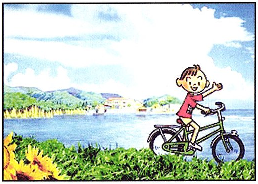
My Summer 2
Sony Computer Entertainment, PS2



Sony is nothing if not ambitious. It doesn't just want the PS2 to conquer GameCube and Xbox; it wants to take over all your free time—CEO Noboyuki Idei once said that he saw his son's girlfriend as a competitor (though surely PS2's installed base exceeds hers?). Short of making fembots from Aibo technology, the next best thing would be to digitize all our non-PS2 activities...like the humble summer holiday. Hence *My Summer 2*, sequel to a quiet little PSone game where you get sent to your aunt's house to spend the summer by the sea. While there, you can avoid your aunt as much as possible by exploring the area and participating in fun activities that we're all too lazy to do for real, like hiking, cycling and swimming. The thrill-seekers among us can play on the park swing or go diving. Those too squeamish to bait a real hook can fish using a handy Dual Shock. You can even collect insects (gotta catch 'em all!). And for the more sedate gamer, you can spend your time...sunbathing. No doubt that activity will be the most dangerous and exciting of them all, as you furiously battle sunburn. For those of you who can't wait to get down to the beach and get a tan, Sony's *My Summer 2* hits Japan on July 11. But how long will we have to wait for the inevitable sequel, "My Summer: Chapter of Love"?

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CyberFrame (picture frame): Who needs a regular picture frame when a $900 one will do? Plus, the polygamous among us can quickly switch pictures to avoid all those embarrassing questions!
FeliCa (card): Why use a regular card when there's a smart card with embedded antenna for wireless transactions?
So-Net (ISP): AOL got you down? Get Sony's ISP. More expensive, but far more stylish.
Sony Bank (bank): For the true Sony fanboy, open an account with your favorite corporation's Internet-focused personal bank.

Remote Card

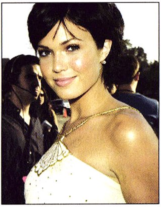


photo by Kevin Mazur/WireImage

RPG FANS

Square and Enix sign more celebrity talent

Since we revealed the star-studded voice cast of *Kingdom Hearts* last month (Haley Joel Osment, Sean Astin and Christy Romano, among others), a few new big names have been added to the list. Two teen pop stars, Mandy Moore and Lance Bass from 'N Sync, have been lined up, as well as Billy Zane (*Titanic*) and Steve Burton (*The Last Castle*). They're all currently doing voice recordings for some of the supporting characters in the game.

But *Kingdom Hearts* isn't the only RPG that's getting big-name celebrity talent for its character voices. Enix just recently announced that Mark Hamill, well known for his role as Luke Skywalker in *Star Wars*; Lisa Loeb, the popular recording artist; and Dean Cain, TV's Superman in *Lois & Clark*, have already recorded tracks for its upcoming *Grandia Xtreme* for PS2.

GO TO CEL

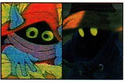
Sometimes the newest fad ain't a bad thing at all. This year, it seems like every time you turn around, a new cel-shaded game has been announced, from brand-new series, to sequels redone in that distinctive cartoony style, to games that *look* cel-shaded but technically aren't. (Check out this month's *Sly Cooper* feature for one example...though their explanation of why it's not cel-shaded might seem a little iffy to the layman.) Some have speculated that cel-shading makes it easy to create games that look great—that cel-shading is sort of a cop-out for those who can't or won't learn how to really exploit the hardware, because it uses simple textures and hence less system resources. Others sniff that it's the ketchup of game design—open a bottle and pour some on for a too-easy flavor burst. We couldn't care less. All we know is, the games look great, they look fast, and they look fun. What more do you need?

	Title	The Game	The Pros	The Cons
	Auto Modellista Capcom	Not only is it the first cel-shaded racing game, but *Auto Modellista* is also the first such online game.	The visual style is really innovative for a racing game, especially given the use of licensed cars.	When we played it online at E3, the network code seemed buggy—it could turn out to be little more than a novelty.
	Dark Cloud 2 Sony CEA	Build it, live it, play it. This innovative Georama/RPG looks even better the second time around.	The first *Dark Cloud* had a cartoony look, but the sequel actually feels like a living, breathing cartoon.	If you thought *Dark Cloud* was too cute, then this one'll make you ralph with disgust. It just ain't a manly RPG.
	Dragon's Lair 3D Encore	Remember the original cartoon laserdisc game from 1983? Relive it in a fully *controllable* version.	The return of Dirk the Daring, one of the first gaming icons—and it looks good, too!	PS2 owners with HDTVs might regret the fact that a high-definition version will be released...but only on Xbox.
	Donald Duck as PK Ubi Soft	Apparently based on a comic book, this one stars Donald as a superhero out to bust evil aliens.	Who can deny the likability of Donald Duck? Any game starring him has potential for fun.	Just what exactly is up with this "PK" business? Ubi Soft claims it's a best-selling comic, but we're unfamiliar.
	Jojo's Bizarre Adventure Capcom	Manga fans might know *Jojo* as one of Japan's most popular comics. Here's a game based on it.	Part fighting game, part adventure, the game offers a unique hybrid of each genre.	It's hard to say at this point whether or not this hybrid actually works in providing solid gameplay.
	Mega Man X7 Capcom	Mega Man and Zero team up once again to fight bad guys as cel-shaded characters on 3D backgrounds.	We haven't had a chance to play it yet, but an E3 video revealed potential for even more Mega fun.	With Capcom throwing out at least one *Mega Man* a year, does anyone really even care anymore?
	Robotech: Battlecry TDK Mediactive	Based on the classic anime series, *Battlecry* throws you straight into the war with the Zentraedi.	Your Veritech fighter transforms seamlessly into three different configurations.	Rooted so deeply in the anime series, the game might possibly alienate those not familiar with it.
	Superman: Shadow of Apokolips Infogrames	Join the Man of Steel on a quest to stop the maniacal plans of Lex Luthor and a bunch of other baddies.	This is no Titus Superman game. The Last Son of Krypton fights evil with all his trademark powers.	Our limited time with the game has revealed that the controls take a little bit of getting used to.
	Taz: Wanted Infogrames	Taz is on the run from Yosemite Sam, leaving a trail of destruction in his spinning, whirring path.	This puzzle platformer feels solid, looks great—and it stars Taz! What more could you want?	Sure, it'll be fun. But don't expect anything innovative or brilliant here. It's a Looney Tunes platformer, after all.
	Wild Arms 3 Sony CEA	The third chapter in this Western-themed series, *Wild Arms 3* is as traditional an RPG as it gets.	Unlike the first two games, No. 3 finally nails the Western theme, but with a unique new style.	Don't expect anything out of the ordinary here. Turn-based battles and a standard quest are what you'll get.
	XIII Ubi Soft	Based on a French comic book, *XIII* is a first-person shooter with a fascinating, conspiracy-laden story.	Cel-shading a first-person shooter is a bold move, but it seems to work beautifully.	Could the comic-book style interjections (Blam! Smash!) prove distracting? Could the stealth get boring? Perhaps.

P.S.A.T.

(PlayStation Aptitude Test)

1. Orko from *He-Man* : Vivi from *FFIX* :: O.G. Readmore : ________
a. Ratchet
b. Daxter
c. Crash Bandicoot
d. Sly Cooper



2. What does Sucker Punch like to call the art style for *Sly Cooper and the Thievius Raccoonus*?
a. cel-shading
b. toon-shading
c. paint-shading
d. animatastic

3. Which of these upcoming Star Wars games is not currently slated for a PS2 release?
a. *Bounty Hunter*
b. *The Clone Wars*
c. *Knights of the Old Republic*
d. *Galaxies*

4. *Way of the Samurai* developer Acquire previously worked on which game?
a. *Bushido Blade*
b. *Tenchu*
c. *Samurai Shodown*
d. *Broken Sword*

5. *MLB SlugFest* cover athlete Alex Rodriguez has an annual salary of:
a. $1 million
b. $25 million
c. $60K and a bag of baseballs
d. $14 million

6. How do you pronounce *XIII*?
a. "chee"
b. "shchwrie"
c. "ex three"
d. "thirteen"

7. What is the name of the Orbital Frame you pilot in the *ZOE* games?
a. Jebidiah
b. Job
c. Jehuty
d. Jehova

8. Solid Snake : Evolution Skateboarding :: Spider-Man : ________
a. *Tony Hawk's Pro Skater*
b. *Tony Hawk's Pro Skater 2*
c. *Tony Hawk's Pro Skater 3*
d. *MTV Sports Skateboarding Featuring Andy MacDonald*

9. According to John Madden, what nerve do you have to have honed to dominate at his football game?
a. Sportsivison
b. Hemopholonin
c. Jehosephat
d. Optifroculon

10. What is *Dino Stalker* known as in Japan?
a. *Dino Crisis: Gun Survivor*
b. *Dino Crisis 3: Gun Survivor*
c. *Gun Survivor 3: Dino Crisis*
d. *Dino Stalker*

Answers
1.d **2.**b **3.**c **4.**b **5.**b
6.d **7.**c **8.**b **9.**d **10.**c

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GOSSIP GOSSIP

Gossip, rumor and scandal. Gaming's biggest secrets dug up and served with gravy.

Back from E3, and no worse for the wear, I've got a few particularly tasty stories for you. Of course, my best gossip all involve certain key execs in compromising positions, but I'll save that for when I need a favor from someone.... A lass has got to do what she's got to do! Look for even more gossip when I team up with *Electronic Gaming Monthly*'s Quartermann on our Web site, www.gamers.com. Keep an eye out for the Rumor Mill column.

MEDAL OF HONOR PACIFIC

Good news for *Medal of Honor* fans (and there seem to be a lot of you): Another game in the series is already in the works. I'm not sure about a release date yet, but my sources at EA hint that the new game will put even more focus on squad battles than *Frontline* did. It'll be all about working with your squadmates rather than working as a lone agent. This isn't to say that it's going to be a more tactical shooter like *Rainbow Six*; it's more that the secondary characters will play a greater part. Word has it that the new game won't be set in Europe either. By moving the action to the Pacific theater (where the canceled flight sim was also to be based), the team at DreamWorks is able to introduce new characters into the *Medal of Honor* universe. Expect to see online multiplayer modes too! I can't wait.

> **"It'll be all about working with your squadmates"**

PERFECT DARK ZERO

How about this for a crazy rumor? While drinking the bar dry at the Nintendo E3 party (somehow I managed to work my way in on the arm of a gentleman friend), I learned that the first Rare PS2 game (as speculated last month) will be none other than *Perfect Dark Zero*. It seems that Nintendo doesn't own the rights to the franchise; Rare does. Subsequently, Activision will probably announce in the next few months that it will be publishing the game, with an eye to releasing it next summer.

ONIMUSHA FULL 3D

Even though *Onimusha 2* has yet to be released here, Capcom is hard at work on part three, as we've already reported in the past. I've done a little snooping at Capcom HQ and have found out that this game is being produced entirely in 3D, unlike the first two games that used prerendered backgrounds. Amazingly, it looks just as good as the original games, but the camera is understandably much more fluid now. Expect a release in 2003.

HDD IN 2003

So is the PS2 Hard Drive ever going to actually come out? Rumors have been circulating for a while that SCEA is reluctant to do too many peripherals and is looking to drop it altogether. This isn't the case, though. We've now heard that the 40GB unit will hit stores in spring 2003 for...wait for it...$80. That should put it just in time for the releases of *Final Fantasy XI* and *Xenosaga*, both of which will put it to good use.

METAL GEAR SOLID 3

Word has it that the next *MGS* title, tentatively scheduled for late next year, could be one of two things. Either a) it's a side story that fills in the gaps between *Solid* and *Solid 2*, or b) it's a remake of a previous Metal Gear story, possibly contemporized with more modern technology. The key seems to be that it will revolve very much around Snake. Fan reaction around the world to Raiden was very negative, so it's clear that the team at Konami has learned from past mistakes and will give us all what we crave. More Snake!

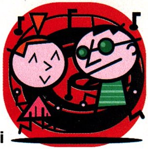
E-MAIL ME!

Got some good gaming gossip? Or anything you want to say to me? If you hear anything juicy or get your hands on some cool screens or pictures, send me an e-mail at the following address: clish_maclaver@ziffdavis.com Look out for me on AIM, too—my buddy name is OPMClish.

BITS AND BOBS

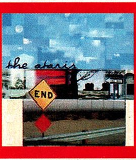
Even though PS2 owners will have to wait an extra three months to play *Dead to Rights*, it'll be worth the wait. Insiders have told me that the PS2 version will have a bunch of extras not found in the Xbox game. • Sega of Japan is currently shopping around its PS2 *Sakura Taisen* game license to U.S. third parties to bring it to the States, as Sega of America isn't keen on publishing it here. Expect Atlus, Working Designs or Eidos' Fresh Games to pick it up soon. • Sega recently decided to cancel its PS2 port of the popular Dreamcast RPG *Skies of Arcadia*, which was a big disappointment to PS2 RPG fans. We hear the main reason for this was because the external developer handling the port wasn't coming up with the kind of quality product Sega was hoping for. Instead, Sega has plans to bring *Skies of Arcadia 2* to the PS2.

SOUND STATION



By John Scalzi

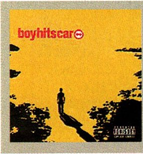
It's another one-game lineup this month. This time, it's *Aggressive Inline* that goes under the musical microscope. How does it fare? Read on.



The Ataris: *End is Forever*

The Ataris are certainly a miserable bunch of bastards—they're either pining for someone, breaking up with someone, or noting that there's no one in the whole world who understands them. On the other hand, they filter their moping through catchy punk-lite stylings, and I always say that if you have to bitch and moan, you might as well make it fun for me to whine along. Occasionally some humor even shows through, such as in the aptly named "You Need a Hug," when they declare, "Life ain't so bad/Even if Henry Rollins is your dad." Study your own words, guys.

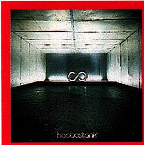
Final Score ●●●●



Boy Hits Car: *Boy Hits Car*

More miserable bastards, although these guys swing more toward the heavy, grinding Linkin Park-visiting end of the scale, choosing more mystical and visual lyrics and titles to get across the idea that they're just swimming in pouty sullenness. It's acceptable dark rock, but largely indistinguishable from the scads of other pouty, sullen bands downloading the same sonic blueprint into your ears. The exception to this is "Going to India," a tabla-infused brew that plays like the jumpy, Ritalin-deprived son of Led Zep's "Kashmir." And that is a good thing.

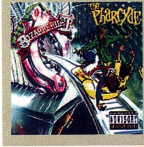
Final Score ●●●



Hoobastank: *Hoobastank*

Hoobastank instantly jumps into contention for the Worst Rock Band Name ever, but the music isn't so bad—it's catchy, and it's in tune with the times, somewhat brooding and heavy without overloading on the self-flagellation that seems so popular today. Heck, you could play this CD for your mom without her worrying that you need to see a therapist. You might skip the band name, though, since it sounds like something you'd find in the bottom of a bowl of something you shouldn't have been in contact with anyway. And you know how moms are.

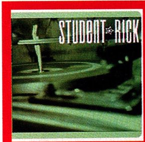
Final Score ●●●◖



The Pharcyde: *Bizarre Ride II the Pharcyde*

It's the rap album as performance art, packed with skits and freaky interludes and, occasionally, some party music thrown in to keep the kids happy. Your tolerance for this will be measured on how much you buy a CD for music and how much you buy it for the personalities of the performers. Myself, I'm pretty much of the opinion that musicians ought to shut up and play some music already, so I find myself running out of patience quick. But when the Pharcyde get their, um, act together and turn on the tunage, Bizarre Ride is as good as rap gets.

Final Score ●●●◖



Student Rick: *Soundtrack for a Generation*

Still more miserable bastards, which is frankly leading me to jot down a memo: *Dear emo bands and emo wannabes: You grew up in America during the '90s: the happiest, richest, most successful decade in all of recorded human history. Please take a moment to lighten the hell up. Thank you. That is all.* About half this CD is forgettable Blink-182 retreads, but the other half is surprisingly good, if morose, storytelling, including the deadbeat dad epic "A Child's Cry," which makes the listener think Student Rick could benefit from a nice plush toy or two.

Final Score ●●●

John Scalzi grew up in the '80s, which were just like the '90s except with crappier console systems and Night Ranger instead of Hoobastank. It was savage, I tell you. Savage. Get more of his music reviews at www.indiecrit.com.

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- Feature: The Top 10 Games of E3 2002!
- Preview of Blinx: The Time Sweeper, Xbox's Flagship Platformer
- Medal of Honor: Frontline for PS2 Reviewed
- Dynasty Warriors 4 on the Horizon
- Bubble Bobble Comes to Game Boy Advance

Stay Tuned!

Bookmarks

www.gamers.com
We take gaming news, mix it with a heaping helping of love, and serve it up to you warm and toasty on the Web. You'll find previews, reviews and our piping-hot messageboard. Join us, won't you?

www.mary-margaret.com
The site may look a little clunky, but this company claims to offer "personal and knowledgeable recruiting services in the Entertainment Software Industry"—which could be an invaluable resource if you're looking to break into the business.

www.skop.com/brucelee
"I Know Where Bruce Lee Lives: The Ultrainteractive Kung-Fu Remixer"—in case that doesn't make things entirely clear, this is a site where you can arrange sound clips and images from Bruce Lee films in a kind of multimedia extravaganza. Check it out.

www.digitalconsumer.org
A site dedicated to "protecting fair-use rights in the digital world." They claim that recent changes in copyright law make it dangerous for consumers to own copies of their own, legally purchased music. Are they just being paranoid? Time will tell....

www.comb-over.com.
A site dedicated to the ultimate in male-pattern denial. Sure, the content might be a little, ah, thin right now (ouch), but the few examples that are there are truly staggering in their cluelessness.

www.dumblaws.com
Did you know that in Normal, Ill., it's illegal to make faces at a dog? Or that in Cleveland, Ohio, you may not catch mice without a hunting license? Find out more oddities in your town!

realultimatepower.net
It's a site about ninjas. And hippos. And guitars. And a perfect example of what happens when the certifiably insane learn HTML.

www.rathergood.com
Songs and flash animation and really, really odd humor. Don't miss the stirring rendition of "Chicken to Ride," featuring a startlingly lifelike Paul McCartney.

www.mooseburger.com
Sure, some of us hate, even fear clowns, but if you're one of the few who can stomach these ghoulish fiends, and yea, even desire to go so far as to join their demonic ranks, then this is the site for you. Be sure to check out the (shudder) "Mooseburger Camp." One can only imagine the untold horrors.

www.jumptheshark.com
Named after the episode of *Happy Days* in which Fonzie jumped a shark tank, this site chronicles the inevitable point of any long-running television series when it starts to slide into self-caricature.

VICELAND.COM
TOUCHING PEOPLE
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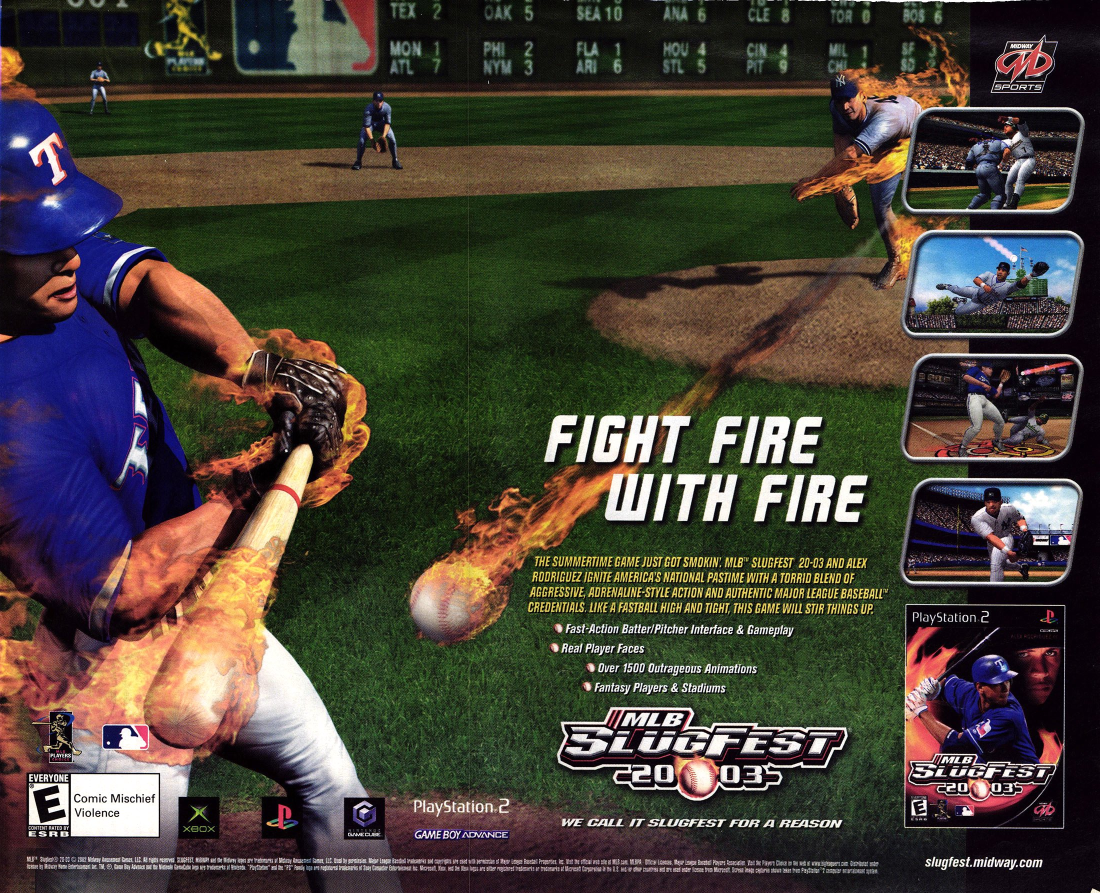
www.viceland.com
The online home of *Vice Magazine*, featuring coverage of music, film, books and a great deal more. Note: For adults only!



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DVD REVIEWS

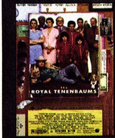
by John Scalzi

DRAGONFLY

(Kevin Costner, Linda Hunt)

Kevin Costner wanders in to *Sixth Sense* territory as an emergency doctor who gets messages from his dead wife through some of his critically ill patients. Alas for Kevin, the messages are so painfully cryptic, he has to mope through an entire film before he can figure them out. So people: If one day you're dead, and you need to send a message to the living—be blunt, OK? It'll save a lot of trouble. A passable date flick, but otherwise skippable. Extras include commentary from director Tom Shadyac (who's come down in the world since *Ace Ventura: Pet Detective*), a "making-of" feature and deleted scenes.

Movie Score ●●◖
DVD Extras Score ●●◖



STARRING:
(Gene Hackman, Ben Stiller)

THE ROYAL TENENBAUMS: CRITERION SE

One to watch when you suspect your family is more freakish and buggy than all the rest. The family in this film features three former child prodigies who all grew up to be hopelessly neurotic, a father who may or may not be faking a terminal illness, and a mother who falls in love with the accountant (falling in love with the help! It's not done!). It's a mess, but co-writer and director Wes Anderson has a light touch and moves smartly enough to keep your sense of humor intact. If you had the perfect family life, it's probably not going to work for you, but who has one of those anymore? Two-DVD set stuffed with commentaries, cast and crew interviews, deleted scenes and outtakes, and a filmmaking featurette.

Movie Score ●●●●
DVD Extras Score ●●●●

HART'S WAR

(Bruce Willis, Colin Ferrell)

There's a murder in the German POW camp—strangely enough, not perpetrated by the Nazis. A courtroom drama ensues (why are the Germans allowing a trial in a prison camp, when they can just shoot anybody they want? Because it amuses them to do so. Nazis, man. I hate 'em), with Colin Ferrell as the officer defending the murder suspect, and Bruce Willis as the very clenched senior officer among the POWs. As a bonus, the POW commandant is right out of Nazi central casting. This movie chugs along nicely; the ending's a bit much, but until then it works pretty well. Willis and director Gregory Hoblit provide commentary, and there are also deleted scenes and a photo gallery.

Movie Score ●●●◖
DVD Extras Score ●●●

JIMMY NEUTRON, BOY GENIUS

(Patrick Stewart, Debi Derryberry)

The weak link of the nominees for the very first Best Animated Feature Oscar—the kidnapped-parent story is cute but slight, and Jimmy Neutron himself is an unholy amalgamation of Bob's Big Boy and Dexter of *Dexter's Laboratory*—but on its own modest terms, it holds up pretty well. Probably the coolest thing about the movie is that it was made using off-the-shelf computers, so kids, if you play your cards right, your humble iMac could spawn an animation empire! Dare to dream, boys and girls. DVD extras skew toward the kids and include DVD-ROM games, trailers and a "making-of" feature.

Movie Score ●●●
DVD Extras Score ●●●

KUNG POW! ENTER THE FIST

(Steve Oedekerk)

Deeply, deeply lame flick featuring a clueless white man (Steve Oedekerk, writer, director, star and probably caterer) digitally inserting himself into a 1976 kung-fu flick called *Tiger & Crane Fist* (really). It's sort of like Woody Allen's *What's Up Tiger Lily?*, had Woody Allen suffered a grievous head injury directly before filming. But, I'll admit it, it's kind of fun, especially if you're fond of martial-arts flicks and/or forgiving of films that know they're bad and cheerfully wallow in their complete craptitude. Just don't admit you like it to anyone you want to impress. DVD features commentary by Oedekerk, a making-of featurette and trailers.

Movie Score ●◖
DVD Extras Score ●●

SANTA CLAUS CONQUERS THE MARTIANS

(John Call, Pia Zadora)

Oh, boy. My eyes just about popped out of my head when I saw this baby was coming to DVD. This 1964 Z-grade movie is not only widely regarded as possibly the worst Christmas movie in history (and considering how painfully bad most holiday movies are, that's saying something), but often shows up on the list of worst movies of all time, period. The plot: Martians kidnap two children and order them to find Santa, who they plan to whisk away to Mars, so he can do his ho-ho-ho act over there. Perfect for when you want to clear out unwanted guests. This film is also notable as the first film appearance of '80s sexpot Pia Zadora, who is all of 7 years old in this flick. No DVD extras.

Movie Score ●
DVD Extras Score N/A

SHALLOW HAL: SE

(Jack Black, Gwyneth Paltrow)

I'm not ashamed to admit to the entire world that I love Jack Black, in that strict-

UPCOMING DVD RELEASES

July 2, 2002
Jimmy Neutron: Boy Genius
Pearl Harbor: Vista Series (4 discs)
Shallow Hal
Star Trek: The Next Generation: Season 3

Jimmy Neutron

Shallow Hal

July 7, 2002
Hart's War
The Royal Tenenbaums
Sunset Park
A Walk to Remember

July 16, 2002
Amelie
Better Off Dead
Black Sheep
It Came From Hollywood
Kids in the Hall: Brain Candy

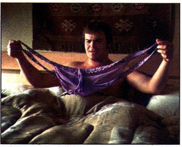
Kids in the Hall
Brain Candy

Resident Evil

July 23, 2002
M*A*S*H Season 2
The Time Machine

July 30, 2002
Collateral Damage
Dragonfly
Resident Evil: SE

ly hetero way that allows one man to idolize another from afar. I love him because he's happily dumpy and goofy, but with a good heart, and that makes him fun to watch. He's in his element in *Shallow Hal*, in which he plays a doofus hypnotized to think a grossly obese woman looks just like Gwyneth Paltrow. Black's guileless good cheer makes it work when it could seriously blow. Thanks, Jack. I love you, man. Extras: Commentary by directors Bobby and Peter Farrelly, several featurettes, deleted scenes and a music video from the fabulous Shelby Lynne.



Movie Score ●●●◖
DVD Extras Score ●●●

TIME MACHINE: SE

(Guy Pearce, Jeremy Irons)

Fun fact: This most recent version of H.G. Wells' science-fiction classic is directed by Simon Wells, a distant relative of the author. Not-so-fun fact: "Distant relative" is a fair assessment of what this film is to the actual H.G. Wells story. Gone is the original Wells' sly social commentary, replaced by a lot of whiz-bang digital effects and Guy Pearce (so great in *Memento*) looking dazed as he whipsaws through time. The only thing to recommend are the effects and the slumming Jeremy Irons, playing the king of the Morlocks. Extras: Commentary by Wells (the director, not H.G., who's been dead for decades), deleted scenes and two "making-of" features.

Movie Score ●●
DVD Extras Score ●●◖

TOP SECRET! SE

(Val Kilmer, Omar Sharif)

One of my personal favorite films, *Top Secret!* squishes together WWII escape films and Elvis movies, so it's no surprise *Top Secret!* suffers in the popularity contest. However, pound for pound it's smarter and wittier than *Airplane!*, and all the really cool people know this for a fact. Moreover, the song "Skeet Surfin'" deserves to be a huge hit in this and every other possible universe. I'm done now. DVD Extras: Commentary track featuring the directors, the producers and at least one other person, alternate scenes, plus Easter eggs for you to find and enjoy.

Movie Score ●●●●
DVD Extras Score ●●●

A WALK TO REMEMBER

(Mandy Moore, Shane West)

When your prepubescent younger sister's birthday is three days away and you haven't the slightest freakin' clue what to get her, get her this. It's a teen movie with actual romance between its main characters, as cute singer Mandy Moore shows snobby Shane West that being popular isn't as important as being true to yourself (and so on and so on). It's no *Say Anything* (still the gold standard of intelligent teen romances), and it's frankly a little corny here and there, but on the other hand, it's nice to see a teen flick these days that doesn't rely on a poo joke as a central plot point. Extras included audio commentary and a music video.

Movie Score ●●●
DVD Extras Score ●●◖

C'mon, Get Happy

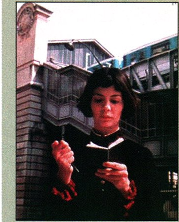
THE MAGICAL WORLD OF *AMELIE*

If there's one director that you'd have expected to create *Amelie*, just about the happiest film of 2001, it probably wouldn't have been Jean-Pierre Jeunet. He's a quirky French director whose previous films have had subject matters ranging from post-apocalyptic cannibalism (*Delicatessen*) to existential kidnappings (*City of Lost Children*) to Sigourney Weaver getting it on with the aliens and producing an offspring that looked like a melted Sylvester Stallone (*Alien Resurrection*). Everything about Jeunet's career, on the surface at least, points toward creepy and baroque, not lighthearted and happy.

Amelie
Street Date: 7/16/2002
MSRP $29.99

But look deeper and you see that Jeunet is, in fact, exactly the right person for the "get happy" job. Jeunet is a filmmaker who goes for a mood, creating visual and emotional constructions in his films that are positively dreamlike. Both *Delicatessen* and *Children* are utterly detached from any real world at all, and *Children* in particular comes across as a visual moodmaker on a par with (but wholly different from) *Blade Runner* or the under-appreciated *Dark City*. Jeunet specializes in dreams—and in the case of *Amelie*, it just happens to be a happy dream for a change.

The story is simple: A sweet Parisian waitress (pixieish Audrey Tautou) discovers a box of old keepsakes hidden in the wall of her bathroom and decides to return them to their original owner—and then watches as his life is transformed. Inspired, she decides to make other people happy, too—but in intricate and literally fabulous ways, and always anonymously. This allows her to wander through a fantasy Paris having her little adventures in happiness. Then she meets up with Nino, a boy who makes her melt (and in this movie, that's not just an expression). He's the sort of boy who rescues abandoned photographs, and really, you just can't buy that sort of sensitivity. Amelie has to decide if some of the happiness she's spreading can be expended on herself.



Don't expect any of this to have too much of a connection to reality. Much of the events in the film make no sense if you're not willing to allow your sense of reality to be distorted. Jeunet has worked the other side of the looking glass for so long now that he confidently knows how to draw the audience in with him and to let them see what he sees. Trust him. If you do, you'll find the filmmaking a delightful—but undeniably strange—sort of sense.

DVD features include a "making-of" documentary, a music video and production stills.

Movie Score ●●●●
DVD Extras Score ●●

SCI-FI STUFF

EPISODE II SURPRISES
Need one last reason to see it again? George Lucas and company revealed some of the hidden surprises in *Star Wars: Episode II–Attack of the Clones*, including appearances of some familiar vehicles, the official *Homing Beacon* newsletter reported. Several Millennium Falcon-style Corellian freighters can be seen on a dock on Naboo, as well as a Corellian bulk freighter, the same model as Talon Karrde's Wild Karrde, from the expanded universe. Other surprises include R5-D4, the droid that blows up in front of Luke in *Episode IV*, which can be seen in Mos Espa. The very first shot reveals an Orion space plane from *2001: A Space Odyssey* in the orbital traffic around Coruscant. And an X-wing and TIE fighter are visible during the speeder chase over Coruscant.

GALACTICA REBORN
We've already run stories about the Sci-Fi Channel's upcoming revival of *Battlestar Galactica*, but news has emerged that the new show is actually to be quite different than what was previously reported. Initially, it was thought that the show would pick up where the previous one left off and would feature all-new characters. This is no longer the case, and it seems that Apollo, Starbuck and the gang will all return with a fresh look when *Galactica* hits screens later this year. The reason? Apparently, research has shown that not many people remember what the original was actually about, and they mistakenly think that the humans on the show were driven away from Earth and not on their way *toward* Earth as was actually the case.

NEMESIS NOT THE LAST TREK
It seems that talk of the 10th Trek film, *Star Trek: Nemesis*, being the last movie to feature the *Next Generation* cast was premature. As we get closer to the release of the movie (set for this winter), details and comments are emerging from the Trek camp that the new flick is so good that it has revitalized the cast and crew. So much so that there's already talk of another movie if No. 10 performs well at the box office.

MEDIA MIX

TMNT RETURN
John Woo has confirmed again that he's working on a new Teenage Mutant Ninja Turtles project and that a new TV show is also in the works under his supervision.

MYST MINISERIES
The spectacularly popular adventure game *Myst*, which sold zillions of copies on the PC and Mac before appearing on console systems, is being developed into a miniseries set to air on the Sci-Fi Channel this fall. Many console gamers fail to see the charm of this franchise, describing it as "boring." Let's hope the show doesn't suffer the same fate.

THE MAC JOINS THE ANGELS
The ever-popular Bernie Mac will replace Bill Murray in the upcoming *Angels* sequel, *Charlie's Angels 2: Halo*. He'll play a distant relative of Murray's character Bosley. All the girls will return as planned, which you're no doubt pleased to hear.

EPISODE III RELEASE DATE CONFIRMED
The final episode in the six-part *Star Wars* saga has been confirmed for a Memorial Day 2005 release—some 28 years after the original movie was in theaters.

NO DOUBT IN MALICE

In a move that could well indicate a trend for future games, Sierra announced at E3 that it will collaborate with the band No Doubt for the Argonaut-developed game *Malice*. No Doubt will provide music from its *Rock Steady* album—but more significantly, all the band members will perform voice-work for the game. Best yet, Gwen Stefani will lend her lovely vocal chords to the lead character, the enormous-hammer-wielding Malice. Band members Tony Kanal, Tom Dumont and Adrian Young will play her cronies. "Having our songs in *Malice* is another way to get our music to people who might not otherwise hear it," says Gwen. "We make music—that's what we do, and we love to share it." *Malice*, as you may remember, was originally supposed to be an Xbox exclusive, but it's now slated to hit PS2 this fall.

DEUS EX MOVIE SIGNED

Columbia Pictures has optioned the rights to develop a science-fiction, action-adventure franchise based on *Deus Ex*. The project will be developed and produced by Laura Ziskin, who most recently produced *Spider-Man* for the studio. "I can't stress enough that it's about story," Ziskin, er, stressed. "It's going to be a movie for everybody." Warren Spector, the visionary behind the game, is excited about the project, but is keen that "we don't want people to see it as a video game movie."

FATAL FLICK

Tecmo has announced that DreamWorks has been granted the rights to create a live-action movie based on *Fatal Frame*. "We were amazed by the fantastic creative vision driving *Fatal Frame*," stated DreamWorks president of production Mike De Luca. "Our plan is to take the scariest video game of all time and transport that vision to the big screen for everyone to experience."

photo by MR Photo/Corbis

DVD NEWS

TRUE LIES NEXT YEAR?
After being delayed because of the terrorist attacks last year, it now seems that the special-edition DVD of James Cameron's *True Lies* will be available in early 2003.

EPISODE II ON DVD ALREADY?
As reported last month, word has it that much of the production for *Star Wars: Episode II* was done with the DVD release very much in mind. Even more so than *Episode I*, in fact. It now seems extremely likely that the DVD (probably a two-disc set) will hit stores in the last week of October. Expect lots of documentary footage, behind-the-scenes and extra scenes to be integrated into the original cut of the movie.

MONSTERS, INC.
Preorder it now! Disney and Pixar have announced that *Monsters, Inc.* will be available on Sept. 17.

THE SOPRANOS SEASON 3
It's an expensive year if you're into collecting top-quality TV shows. On Aug. 27, the complete third season of *The Sopranos* will be in stores. The suggested price is $99, but a number of online stores are already taking preorders for as low as $75.

FRIENDS SEASON 2
The complete second season of *Friends* will hit stores on Sept. 7. Some online retailers are already taking preorders. Expect to pay between $50 and $70 for it.

Death is
my business…

TOP 10 CHARTS

PS2 Top 10

The Greatest Hits lineup crashes this month's top 10 list with a vengeance. But do you really think *ATV* and *Twisted Metal* would've made it back onto the charts without the price drop? Notice we didn't include *GT3* in that last sentence.

	Last Month	Title / Publisher	Rating
1	—	Spider-Man *Activision*	●●●●◖

The movie rocked our world, and the game did the same. Is it any wonder that *Spider-Man* has toppled the competition? Not in our book. It's a true testament to the crossover between cinema and games. If marketers time it right (the powers that be have delayed the *Daredevil* game to coincide with the movie launch), then it's money in the bank for the game producers. Expect more titles to crawl up the sales charts when they're tied to the movies. After all, we want to play with the heroes we see on the silver screen.

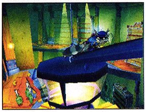
	Last Month	Title / Publisher	Rating
2	1	Grand Theft Auto III *Rockstar*	●●●●●
3	10	Gran Turismo 3: A-spec *Sony CEA*	●●●●●
4	2	Virtua Fighter 4 *Sega*	●●●●●
5	—	ATV Offroad Fury *Sony CEA*	●●●●

Back from the dead? You bet. One of the sleeper hits on the PS2, *ATV* has charms that are tough to resist, especially now that it's merely $20. At that price, definitely check this one out.

	Last Month	Title / Publisher	Rating
6	5	Triple Play 2002 *EA Sports*	●●
7	—	Twisted Metal: Black *Sony CEA*	●●●●●
8	6	Max Payne *Rockstar*	●●●●
9	7	All-Star Baseball 2003 *Acclaim*	●●●◖
10	4	Tiger Woods PGA Tour 2002 *EA Sports*	●●●●

Source: NPDFunworld TRSTS Service, April 2002. Call them at 516.625.6190 for questions about this list. No games for competing console systems (e.g., Xbox, GameCube) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.

OPM's Most Wanted PS2 Games



1	Sly Cooper	*Sony CEA*
2	SOCOM: U.S. Navy SEALs	*Sony CEA*
3	NCAA Football 2003	*EA Sports*
4	Kingdom Hearts	*Square EA*
5	Final Fantasy XI	*Square EA*
6	Tony Hawk 4	*Activision*
7	Lord of Rings: 2 Towers	*EA Games*
8	The Getaway	*Sony CEA*
9	NFL 2K3	*Sega Sports*
10	Dark Cloud 2	*Sony CEA*

Japan's Top 10 PS2 Games

1	Final Fantasy XI	*Square*
2	Winning Eleven 6	*Konami*
3	Capt. Tsubasa (PS1)	*Konami*
4	Gundam: Ghiren's Amb.	*Bandai*
5	Necchu! Baseball 2002	*Namco*
6	2002 World Cup	*EA Square*
7	Kingdom Hearts	*Square*
8	DDR Max	*Konami*
9	Zettai Zetsumei Toshi	*Irem*
10	1 Piece Battle! 2 (PS1)	*Bandai*

Top 10 BLOCKBUSTER Rentals

1	Spider-Man (PS2)	*Activision*
2	Jedi Starfighter (PS2)	*LucasArts*
3	GTA3 (PS2)	*Rockstar*
4	Spider-Man (Xbox)	*Activision*
5	Spider-Man (NGC)	*Activision*
6	Virtua Fighter 4 (PS2)	*Sega*
7	Headhunter (PS2)	*Acclaim*
8	No One Lives For. (PS2)	*EA Games*
9	Resident Evil (NGC)	*Capcom*
10	ASBaseball 2003 (PS2)	*Acclaim*

Top 10-Selling Games, All Systems

1	Spider-Man (PS2)	*Activision*
2	Grand Theft Auto III (PS2)	*Rockstar*
3	Gran Turismo 3 (PS2)	*Sony CEA*
4	Resident Evil (NGC)	*Capcom*
5	Spider-Man (Xbox)	*Activision*
6	Sup. Mario Adv. 2 (GBA)	*Nintendo*
7	Spider-Man (NGC)	*Activision*
8	Virtua Fighter 4 (PS2)	*Sega*
9	ATV Offroad Fury (PS2)	*Sony CEA*
10	Sonic Advance (GBA)	*Sega*

PSone Top 10

This month's PSone chart is sticky with Spidey's cinematic web. Two Spider-Man games, the first of which hasn't seen the top 10 in well over a year, are slinging their way back, aiming for the top spot. But both can't beat *Yu-Gi-Oh*. For this month, at least.

	Last Month	Title / Publisher	Rating
1	—	Yu-Gi-Oh: Forbidden Memories *Konami*	●◖

Could you imagine a *Yu-Gi-Oh* movie? Look at the aftereffects of the stellar *Spider-Man* flick. Just think of the forbidden memories you could have of seeing this film. The one where you bury your head in the popcorn because you just can't watch the sappy melodrama. Or the instant when you leave the theater for a bit to shove a Twizzler down the bathroom sink just to pass the time. Or the moment when you *really are* yawning and the bored girl next to you hauls off and slaps you. Ahh, the forbidden memories!

Blue-eyes White Dragon
STARCHIP
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←89631139
CARD NUMBER 001
★x999999
EXCHANGE
QUIT
ATK 3000
DFD 2500

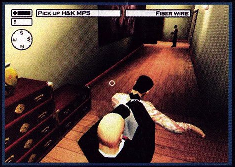
	Last Month	Title / Publisher	Rating
2	—	Spider-Man *Activision*	●●●●●
3	3	Driver 2 *Atari*	●●●●
4	1	Grand Theft Auto 2 *Rockstar*	●●●
5	—	Arc the Lad Collection *Working Designs*	●●●●

OK, so the PSone now costs $49. And most PSone games cost either $10 or $20. And *Arc the Lad* costs $75. Go figure: The most expensive game out there is being bought by lots of folks.

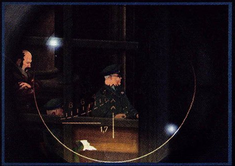
	Last Month	Title / Publisher	Rating
6	2	Motocross Mania *Take 2 Interactive*	●
7	6	Digimon Rumble Arena *Bandai*	●●●◖
8	7	Gran Turismo 2 *Sony CEA*	●●●●●
9	—	Tekken 3 *Namco*	●●●●●
10	—	Spider-Man 2 Enter: Electro *Activision*	●●●◖

Source: NPDFunworld TRSTS Service, April 2002. Call them at 516.625.6190 for questions about this list. No games for competing console systems (e.g., Xbox, GameCube) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.

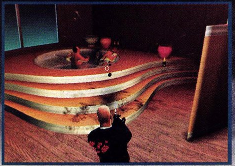
...and business is good.



Execute your assignments up close and personal



Silence the opposition from a distance



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SILENT ASSASSIN

SEPTEMBER 2002

Hitman2.com

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Blood
Strong Sexual Content
Violence

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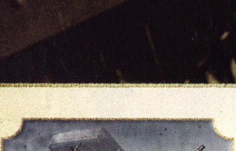
PlayStation®2

THE GATES OF HEAVEN ARE IN THE CLOUDS.
THE GATES OF HELL ARE IN FRANCE.



And when he gets to Heaven, to St. Peter he will tell. One more soldier reporting, sir. I've served my time in Hell.

TEEN
T
CONTENT RATED BY
ESRB

Violence

PlayStation®2

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Coming Soon

PLAYSTATION 2

July

Commandos 2	Eidos	Strategy
The Mark of Kri	Sony CEA	Action
NCAA Football 2003	EA Sports	Sports
Sky Gunner	Atlus	Shooter

August

Armored Core 3	Agetec	Action
Dino Stalker	Capcom	Light Gun
Disney Golf	EA	Sports
Dragon's Lair 3D	Encore	Action
Madden NFL 2003	EA Sports	Sports
Mat Hoffman's Pro BMX 2	Activision	X-Sports
NCAA Col. Football 2K3	Sega	Sports
NCAA GameBreaker 2003	Sony CEA	Sports
NFL GameDay 2003	Sony CEA	Sports
NFL 2K3	Sega	Sports
Pride FC	THQ	Fighting
Reign of Fire	Bam!	Action
RLH: Run Like Hell	Interplay	Action
Rocket Power	THQ	Action
Romance of 3 Kingdoms 7	Koei	Strategy
Sega Tennis	Sega	Sports
Simpsons Skateboarding	EA Games	X-Sports
SOCOM: U.S. Navy SEALs	Sony CEA	Action
Street Hoops	Activision	Sports
The Terminator: DOF	Infogrames	Action
The Thing	Universal	Adv.
Turok: Evolution	Acclaim	FPS

September

Armada 2: Star Comm.	Metro3D	Action
Dynasty Tactics	Koei	Strategy
Egg Mania	Kemco	Puzzle
E.T.: Return/Green Planet	NewKidCo	Action
Gungrave	Sega	Action
Hitman 2: Silent Assassin	Eidos	Adv.
J. Cameron's Dark Angel	Sierra	Action
Kelly Slater's Pro Surfer	Activision	X-Sports
Need for Speed: HP2	EA Games	Action
Ninja Assault	Namco	Light Gun
Onimusha 2	Capcom	Adv.
Pac-Man Fever	Namco	Party
Robot Alchemic Drive	Enix	Action
Sega Bass Fishing Duel	Sega	Sports
Summoner 2	THQ	RPG
Superman: Apokolips	Infogrames	Action
Taz: Wanted	Infogrames	Action
Tekken 4	Namco	Fighting
TimeSplitters 2	Eidos	FPS
Vexx	Acclaim	Action
Wild Arms 3	Sony CEA	RPG

October

.hack//INFECTION	Bandai	RPG
Barbie: Treasures in Time	Know. Adv.	Action
Blade II	Activision	Action
Defender	Midway	Action
Dr. Muto	Midway	Action
Evolution Skateboarding	Konami	X-Sports
Freaky Flyers	Midway	Racing
Grand Theft Auto: VC	Rockstar	Action
Grandia Xtreme	Enix	RPG
Gundam: Lost War Chron.	Bandai	Action
Kingdom Hearts	Square EA	Action
Legaia 2: Duel Saga	Fresh Games	RPG
The Lost	Crave	Adv.
Mortal Kombat: DA	Midway	Fighting
Moto-X	Konami	Action
NBA Starting Five	Konami	Sports
Red Faction II	THQ	FPS
The Scorpion King	Universal	Action
Silent Scope 3	Konami	Shooter
Tribes: Aerial Assault	Sierra	FPS
Virtua Cop 1 and 2	Sega	Light Gun

PS ONE

July

Austin Powers Pinball	Take 2	Pinball
c-12: Final Resistance	Sony CEA	Action
Gundam Battle 2	Bandai	Action
Spec Ops: Airborne Div.	Take 2	Action
Stuart Little 2	Sony CEA	Action

August

Madden NFL 2003	EA Sports	Sports
NFL GameDay 2003	Sony CEA	Sports

Future Releases

The Pink Panther	DreamCatcher	Action
Shrek Treasure Hunt	TDK	Action
Treasure Planet	Sony CEA	Action

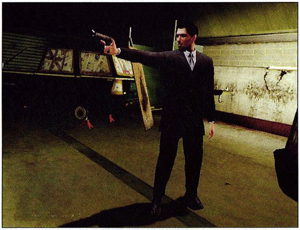
THE GETAWAY

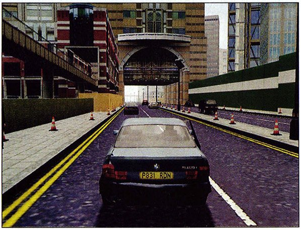
HANDS-ON PREVIEW

If Guy Ritchie did Grand Theft Auto

In our June 2000 issue (yes, over two years ago!) we slapped a big ol' coverline on the front of the mag claiming that *The Getaway* was the "coolest-looking game ever." At the time, there was some debate as to whether the screens were "real" or not, but looking back, whether they were or not, they still closely resembled what we have in front of us here. No doubt you've marveled at the screens on this page by now, and you're probably thinking something along the lines of what we said back at the turn of the millennium. Sony's **Soho Studio** in London has remarkably re-created a large area of London (46 square miles!) and presented it in a shockingly realistic way—so realistic that our own resident Brit, John Davison, feels right at home. We're not sure if he spent any time engaging in the car chases or shoot-outs depicted in the game, but he can point out a few good stores and restaurants while cruising the streets in one of the many licensed cars.

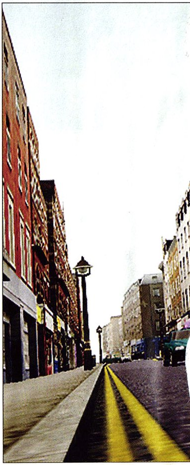
Previews so far have erred very strongly on the side of the driving aspects of *The Getaway*. Most of what we've shown in the past has involved BMWs or Audis hurtling around corners viewed from jaunty camera angles with spectacular scenery. However, a lot of what we have here involves a man in a suit holding a gun and looking like he really means to use it. What's up with that? The balance of driving action versus running around actually schews about 60-40 from what we're led to believe, meaning that what we're showing here is a lot more significant than we'd previously thought. Much of the story unfolds in the "on-foot" parts of the game, which also allow the development team to show off some more of the funky technology it's developed for the game. Expect to see some awesome-looking facial animation and some really incredible-looking characters as you explore the underbelly of London's gang scene. Want an idea of how it all plays out? Imagine a Guy Ritchie movie mixed with a healthy dose of *Grand Theft Auto*, all with angry London accents, and you have a rough idea. *The Getaway* should be out in **November.**

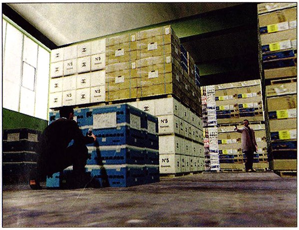




Destroy Real Cars

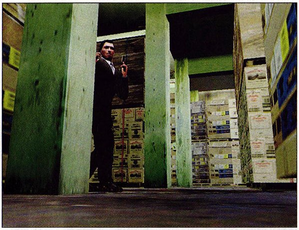
Notice the side of the road you're driving on. If you don't want to cause trouble, it's important. It's also important not to smash things up too much if you can help it. Unlike many games that feature lots of licensed vehicles, *The Getaway* lets you beat the snot out of anything you get into. Some cars, like this old 5-series Bimmer, you'll recognize, but there are also lots of cool Euro-centric rides.

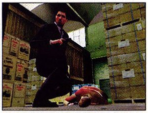


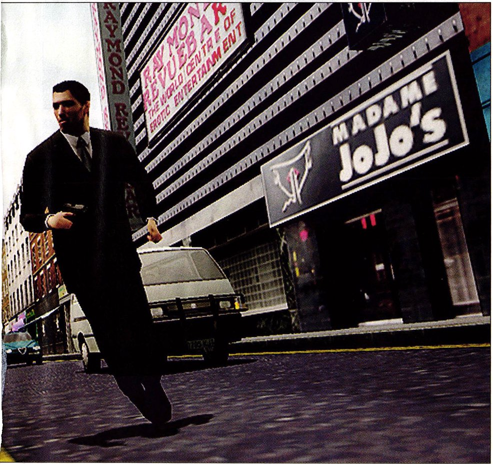


Solid

Unlike *Grand Theft Auto III*, which suffered from a pretty awful targeting system, *The Getaway* is a much more complete combat experience. Rather than just running around shooting at stuff, you can engage in much more Solid Snake-like activities, like creeping around, hiding behind boxes, and jumping out to shoot at men in beige raincoats. All of Britain's underworld wears black suits with some kind of rain-retardant overcoat, you know. It rains a lot.





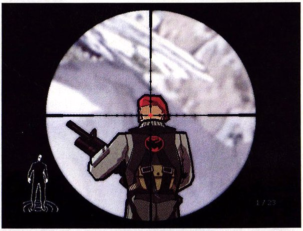


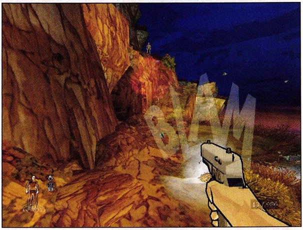
XIII

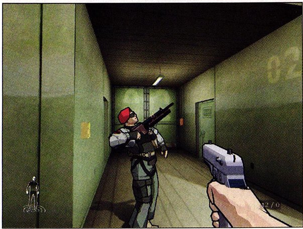
HANDS-ON PREVIEW

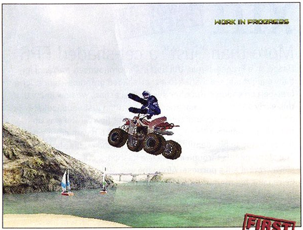
More than "just" a cel-shaded FPS

Based on a French comic, **Ubi Soft**'s *XIII* (pronounced *thirteen*) initially caught our eye thanks to its cel-shaded graphics—a first for a first-person shooter. But after seeing it in action, we now know that this **early 2003** release has more to offer than just good looks. With a story steeped in sinister conspiracies that flow all the way up to the U.S. president, *XIII* stars a character afflicted with amnesia—the only clue to his identity is the "XIII" tattooed on his shoulder. The story unfolds through interactive flashback cutscenes that slowly reveal XIII's purpose. Along the way, XIII relies on others until he regains his memories and forgotten skills, giving the game a believable setup for adding new abilities. Unlike the typical FPS, *XIII* focuses as much on stealth as fast action—which is where his "sixth sense" ability to detect danger will surely come in handy.





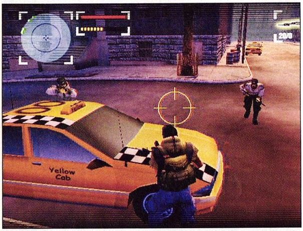


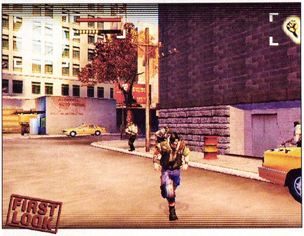


FIRST LOOK

ATV: Quad Power Racing 2

Despite being an utter disappointment that we likened to having all the excitement of a race with riding lawnmowers, the first *ATV: Quad Power Racing* sold remarkably well for **Acclaim** on PSone. Now, **Climax** has had a couple years to iron out the gameplay and make it all PS2 worthy, so we're hoping that **winter**'s sequel not only vastly improves what we've seen before but also manages to challenge the *Offroad Fury* series. Ten real racers plus more than 40 real-life sponsors should help.





FIRST LOOK

Freedom: Battle for Liberty Island

Here's an intriguing new hybrid genre: first-person shooter and real-time strategy. That appears to be what developer **IO Interactive** is going for with *Freedom,* scheduled for release this **fall** from **EA**. The combat is set in the streets of New York, in an alternate history in which the Soviet Union won the Cold War. Your job is to recruit freedom fighters and give them simple commands to help overthrow the Russians. There's a lot more to it, though, so look for more info soon.

ZONE OF THE ENDERS: THE 2ND RUNNER

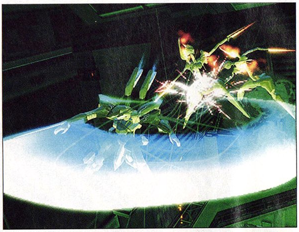
FIRST LOOK

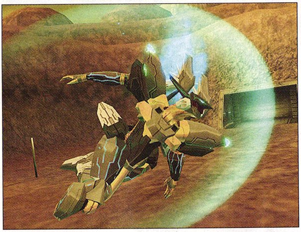
Now you're playing with power!

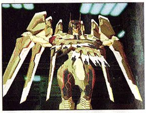
Take a quick look at the screens below, and you might be tempted to yawn, thinking, "Ah, well—more of the same." But you'd be wrong. At least that's what the team behind **Konami**'s *ZOE2* told us when we sat down to chat with them recently. "Yes, it is a sequel, but we've done most of it from scratch, so those who played the previous game will still get something very fresh," says director Shuyo Murata. "We didn't take the previous game and just make enhancements to the game engine or models. We've even redone the robots that appear in both games."

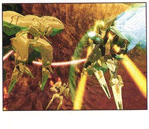
Some of these changes come thanks to you, the gaming public. Take the sometimes-tedious revisiting of levels from the first *ZOE*. "In the previous game, there was a lot of setting up flags, where you had to do *this* to get an item, and then do *that* to get a certain hint to go to some other place. There was a lot of hopping back and forth between similar stages or even the same stages. We were criticized for that. And that's something we got rid of," Murata says.

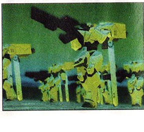
As the new director, Murata wants to stress something he felt was missing from *ZOE*: a full sense of Jehuty's massive strength and devastating power. Murata and his team have revamped the combat system so it can showcase Jehuty's might. Now you can face a swarm of enemies, blasting them with multiple laser beams. Or you can grab a foe and swing it around like a hulking, mechanical bat. Or you can square off against a gigantic battleship without fear of being squashed. Throw in a few new weapons and skills, like a monstrous cannon and the ability to teleport around your enemies, and you've got one badass Orbital Frame on your hands. Even the story, Murata says, serves the purpose of revealing just how powerful you are. Get ready to test the limits of Jehuty's power this **winter**.

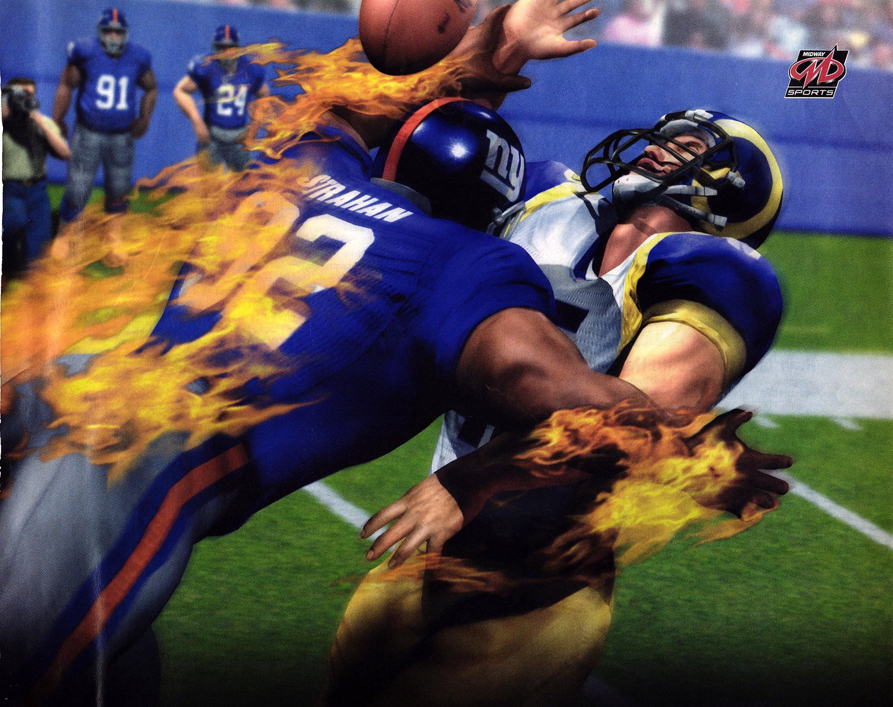












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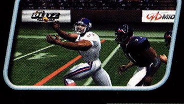

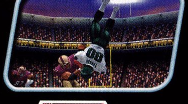

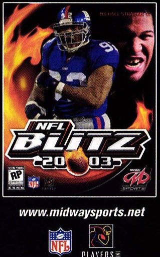

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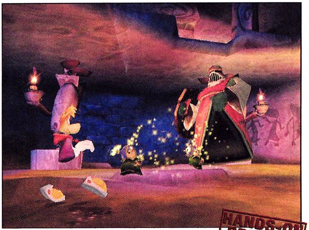
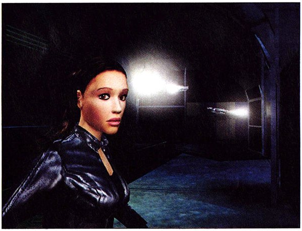
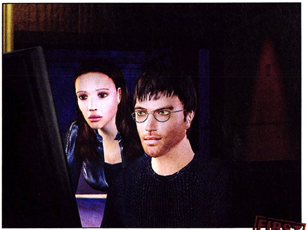


Rayman 3: Hoodlum Havoc

HANDS-ON PREVIEW

Sometimes more of the same is a good thing—which is something we wish **Ubi Soft** kept in mind while concepting *Rayman 3*. See, instead of "another" magical adventure that stretched the platform genre to its limits (we're talking *Rayman 2*, of course), this **fall** we'll get a game that focuses more on combat than adventure. Sure, it'll be gorgeous. And it'll probably be fun too. But it's not the same kind of experience we'd been so eagerly anticipating, and that makes us just a bit sad.





James Cameron's Dark Angel

FIRST LOOK

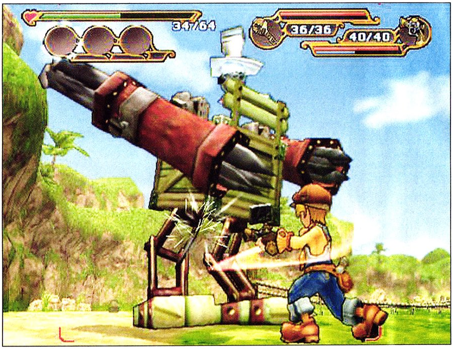
Just in time for no one to care about *Dark Angel* anymore (Fox recently canceled it), **Sierra** plans to release a game version of the James Cameron-produced TV show this **September**. As Jessica Alba's character Max, use your abilities as a genetically altered super soldier to traverse 30 levels en route to finding your sister. In addition to hand-to-hand combat, use Max's enhanced vision and hearing, plus slow motion and stealth. Alba and Michael Weatherly (Logan) provide voice work.

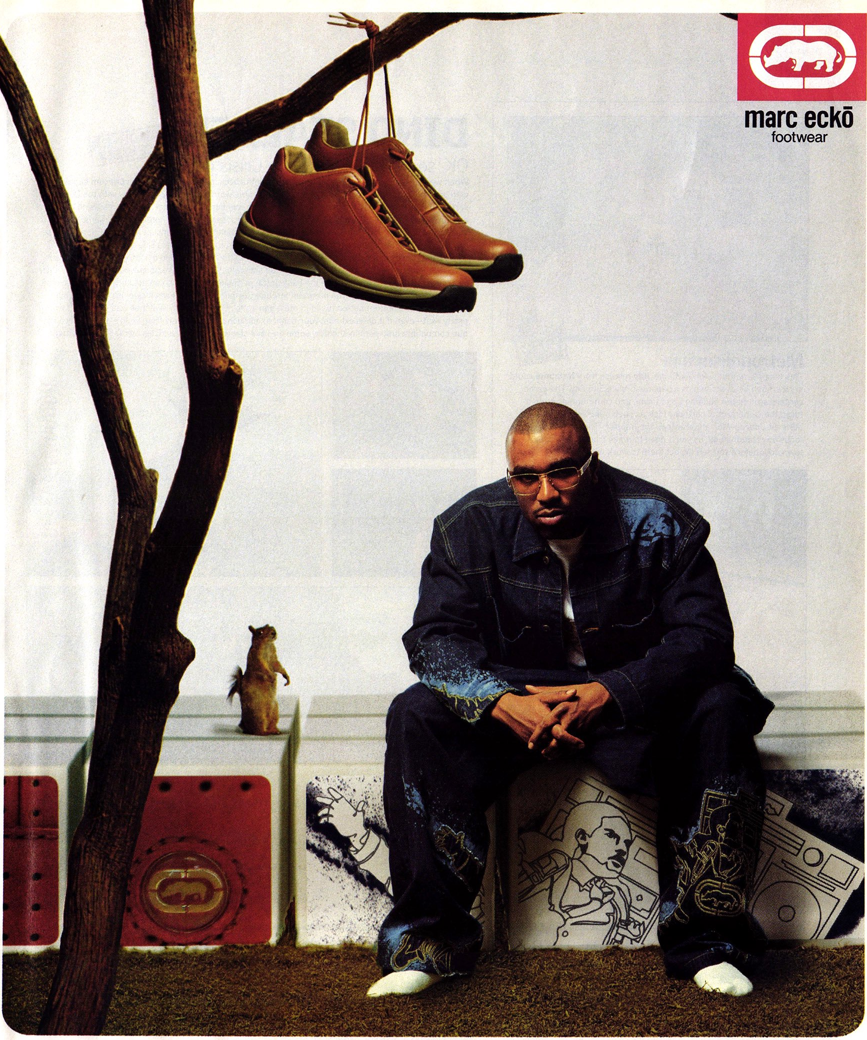
DARK CLOUD 2

HANDS-ON PREVIEW

An even brighter future for this Georama RPG

As fantastic as the first *Dark Cloud* was, critics were quick to point out its shortcomings: a bit repetitive, somewhat awkward at times, and not enough emphasis on the innovative "Georama" world-building system. But no one has been a tougher critic than developer **Level-5**, which readily acknowledged they didn't have the time to include everything they wanted and even went so far as to significantly improve the game for its U.S. release (*Dark Cloud*'s earlier Japanese release didn't fare as well, both critically and commercially). Now that we've had some hands-on time with the sequel, we can see how much energy went into re-creating this hybrid RPG. Aside from the obvious graphical upgrade (it's simply mesmerizing in action), the dungeons are now bigger, brighter, more detailed and overflowing with creative and compelling enemies. The towns also seem vastly improved, with local folks who'll send you off on errands to help them out. And while we didn't get a chance to fiddle with the Georama portion, the video sequences we saw reveal nice little details that breathe even more life into your creations. Along with all the improvements, *Dark Cloud 2* features a new storyline and cast of characters for you to build a better world with when **Sony CEA** releases this game **early next year**.

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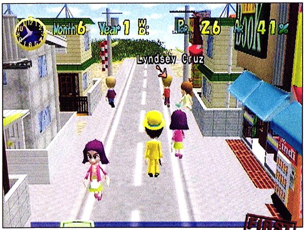
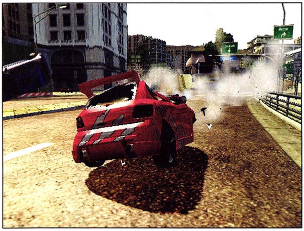
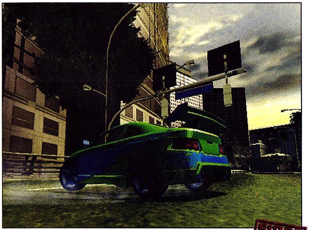


FIRST LOOK

Metropolismania

This horribly named, eight-syllable **July** release from **Natsume** could pretty much be described as a Japanese-style Sim City. The game centers around the building up of towns and communities but features the same sort of cartoony look as such other Far East-bred titles as *Gitaroo-Man* and *Parappa the Rapper*. There's also a strong focus on relationships, as you'll need to make friends with your townsfolk before you can expect them to work with you.





FIRST LOOK

Burnout 2: Point of Impact

Even though the first *Burnout* rocked with its innovative mix of edge-of-your-seat driving action and killer crashes, sales for the game failed to reflect its greatness. Fortunately, **Acclaim** still has faith in **Criterion**'s series and will release a sequel this **October**. It's "deeper, longer and better," says designer Chris Roberts. An improvement to graphics is already apparent, with some truly amazing reflections going on. And we can't wait to try out the several multiplayer modes!

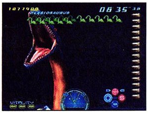
DINO STALKER

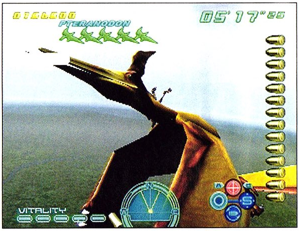
HANDS-ON PREVIEW

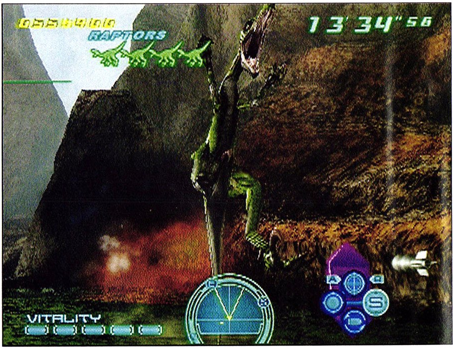
OK, so maybe it *is* a Dino Crisis game

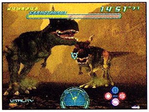
When we first looked at *Dino Stalker* a couple months back, all of the information **Capcom** supplied us with gave no indication that this **August** light-gun game was to share any continuity with the Dino Crisis series on PSone. But now that we've played it (not to mention realized that Japan is releasing the game as *Gun Survivor 3: Dino Crisis*), we're happy to see at least some connection. Sure, the game's World War II pilot of a star is new to the series, but anyone familiar with the concept of "Third Energy" or the name Dylan Morton should get a little something extra from this apparent side story.

As big a role as story plays in the game—most likely the most involved a light-gun game has ever seen (for whatever that's worth)—it's the unique action that should make people want to whip out their Guncon2s. You know that D-pad on the back of the peripheral? Now you can actually use it to traverse the diverse environments as you progress through the game. You can even strafe using the two side buttons, and the bottom button (used in most games to reload) actually switches weapons. It all works pretty well—even if it does exhaust your hand. In addition to these levels from what's essentially a light-gun compatible first-person shooter, some on-rails stages in moving vehicles add to the excitement.









And if You Don't Have a Guncon2...

Compare the screen to the left with those above and you'll notice the slight difference in representation between using your Dual Shock 2 or a Guncon2, respectively. And since you absolutely have to buy either *Time Crisis II* or *Vampire Night* to even get such a peripheral (go with the former if you *must* have it), you're most likely to see crosshairs all the time. A controller works OK—it's just not as fun.

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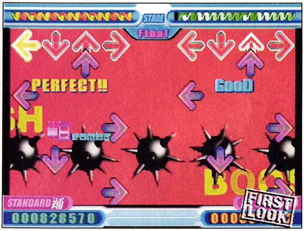
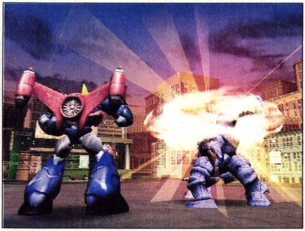
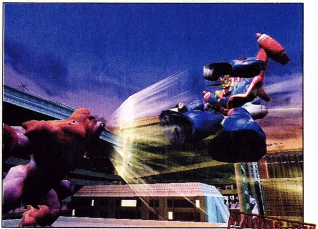


FIRST LOOK

DDRMAX: Dance Dance Revolution

We'll have to admit, we're a bit disappointed that most gamers have yet to embrace the *Dance Dance Revolution* series. However, enough hardcore—and we do mean *hardcore*—*DDR* fans exist to make it worth **Konami**'s while to bring what looks to be the best version yet to PS2. This **fall**, time your dance-happy feet on a dance pad to the music of more than 65 songs (over 100 minutes total) in every mode seen in a *DDR* thus far, plus the new Freeze Arrow mode.





HANDS-ON PREVIEW

War of the Monsters

So, what has *Twisted Metal: Black* developer **Incog, Inc.** been up to all these months? A surprise—and surprisingly fun—game called *War of the Monsters*, due out **early next year**. A smash-and-grab brawler featuring 10 enormous creatures inspired by '50s and '60s sci-fi flicks, *Monsters* pits its 100-foot-tall brutes against each other in fully interactive cities. So far, our only complaint is the lack of multitap support, meaning only two players can duke it out in this **Sony CEA** game.

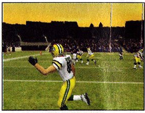
MADDEN NFL 2003

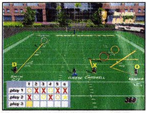
HANDS-ON PREVIEW

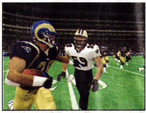
Thin is in

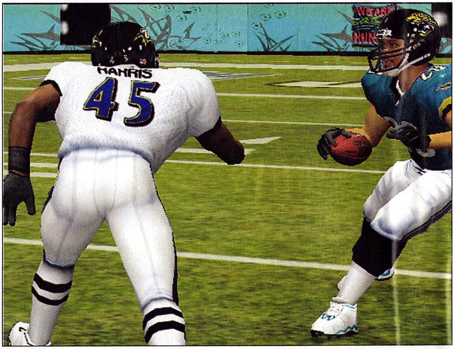
"Getting skinny." You ever heard that term in relation to football? It's a reference to a running back slipping through a slim hole. If he turns his shoulders and his hips to kind of glide through instead of blast through, then that's "getting skinny." Why is this a big deal? Well, if you've been playing Madden games on your PS2, this is about the best news you can hear. Previously, your back would ram the O line and run in place until tackled for a loss. Not anymore. Now the players will "get skinny" and seep through those eye-of-the-needle holes, and you'll be surprised by how many yards you can get just by ducking a shoulder.

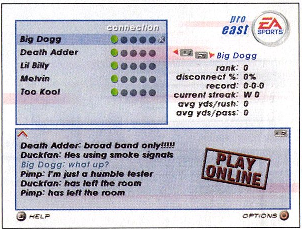
Of course, there are more innovations present in this year's version, but the running game has been a sticking point for ages. Another sticking point? The fear of playing defense. In years past, it was better to sit the controller down than to risk giving up an 80-yard bomb, but **Tiburon** has taken great pains to work on that. Now you have more control over your D, the player's don't slow down when you switch to them, and you're even rewarded for making the interception yourself. Plus, the new gang tackles help, too. Get in shape—kickoff's in **August**.











Big Dogg
Death Adder
Lil Billy
Melvin
Too Kool

Big Dogg
rank: 0
disconnect %: 0%
record: 0-0-0
current streak: W 0
avg yds/rush: 0
avg yds/pass: 0

Death Adder: broad band only!!!!!
Duckfan: Hes using smoke signals
Big Dogg: what up?
Pimp: I'm just a humble tester
Duckfan: has left the room
Pimp: has left the room

Coast to Coast

If you've been paying attention, then you know *Madden 2003* will be online. This means you'll no longer have to listen when your friend in Seattle says he's 10 times the *Madden* player you'll ever be. *If* you beat him, that is. And if he's yapping about luck after a 72-14 loss, just point him to the statistics (left). *Madden* not only shows off your win-loss record, but also keeps track of where you rank nationally. It also keeps stats on your passing, running and much more.

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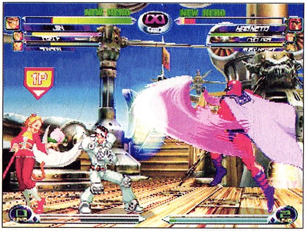
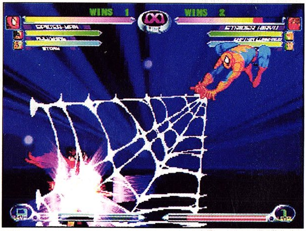
MARVEL VS. CAPCOM 2

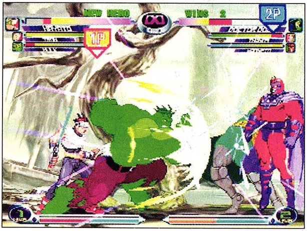
FIRST LOOK

Magneto vs. M. Bison? You got it

One of the **finest** Capcom arcade fighters finally makes the jump to PS2 this **October**. Just as *Capcom vs. SNK 2* offered a massive roster of Capcom and SNK characters, *Marvel vs. Capcom 2* features tons of Capcom and Marvel combatants to choose from—over 50 in all. This includes most of your favorite Marvel superheroes and villains—everyone from Spider-Man to Doctor Doom. Joining them are such cool Capcom picks as Jill Valentine from *Resident Evil*, Strider Hiryu, Captain Commando and even Mega Man. Three-on-three matches and spectacular super attacks make the 2D battles more chaotic than ever!







NBA 2K3

HANDS-ON PREVIEW

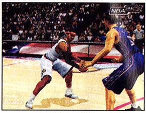
ESPN look, NBA feel

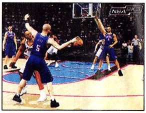
What complaints did you have about *NBA 2K2*? You were annoyed by how many of your aerial passes were picked from the sky, weren't you? And we're certain you hated having to inbound the ball against a defensively savvy human opponent (though it made for some good laughs). Maybe you didn't think there were enough up-and-under moves. Or you disliked the rim physics or the phantom goaltending. Legitimate concerns, one and all. But they've all been fixed. Brilliantly. While *Live* and *ShootOut* are playing catch-up, *NBA 2K3* is in tuning mode. After playing it at E3, it's not much of a stretch to say that this will hold the hoops title for at least one more season.

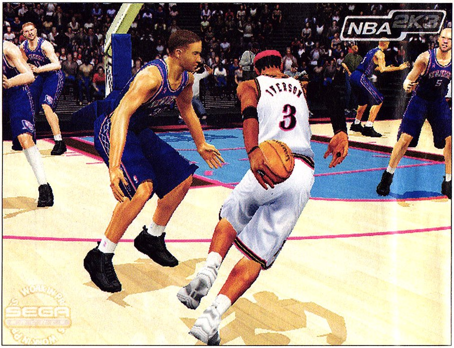
One of the best new aspects of **Sega Sports'** updated hoops is how quickly players get up for a shot. Instead of hanging in the air while you try timing everything right, now the shot *feels* like a shot. It's an intangible thing that you can't see in screenshots, but it makes the game faster without speeding it up. If that makes sense.

Another major coup is the new ESPN look. While it feels foreign for now (hoops will debut on ESPN next year), we anticipate it to feel right once next season tips off. The game's announcing team remains unchanged, but expect an ESPN personality in the game.

One last thing to keep you salivating: When you watch an instant replay, the star of the clip is in color while everyone else is black-and-white. How cool is that? We can't wait until **September**.

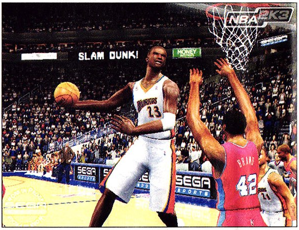






Move It, Move It

Look above. What you're seeing is more poetry than picture. To the naked eye, it's clear that Allen Iverson is putting the ball behind his back. What you can't see is how he faked left before going right while dribbling the rock between his legs. And you can't see how his defender's jaw drops to the floor before Iverson blows past him. There are players you can't guard in *NBA 2K3*, and they're the same guys you don't want to go one-on-one with in the real NBA. We love this game.



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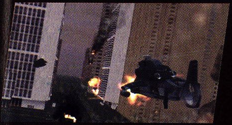

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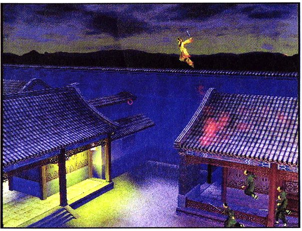
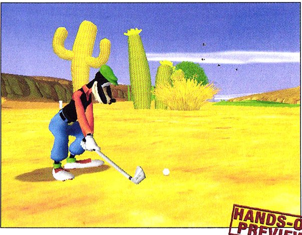


HANDS-ON PREVIEW

Crouching Tiger, Hidden Dragon

It's still nearly a year away from release, but we got to play an early version of **Ubi Soft**'s *Crouching Tiger* at E3, and it definitely shows promise. Players will be able to take on the role of Mu Bai, Jen or Shu Lien and engage in massive, free-roaming hand-to-hand battles. And yes, you can fly: Build up your Chi meter and you can use it to take to the air or execute other powerful special moves. Control needs work at this point, but it'll no doubt be fixed by next **spring**.



HANDS-ON PREVIEW

Disney Golf

If you're over the age of 10, it might be easy to dismiss *Disney Golf* as beneath your notice. Don't. Oh, sure, it's got plenty to keep "the kids" interested—most notably a mode which simplifies the three-tap, Hot Shots-style shot interface into two simple button presses—but there's also enough depth for adults to appreciate. Take, for example, the ability to "attack" other players with power-ups. We anticipate some heated contests when **EA** releases the game this **summer**.

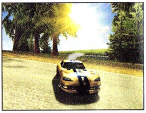
NEED FOR SPEED: HOT PURSUIT 2

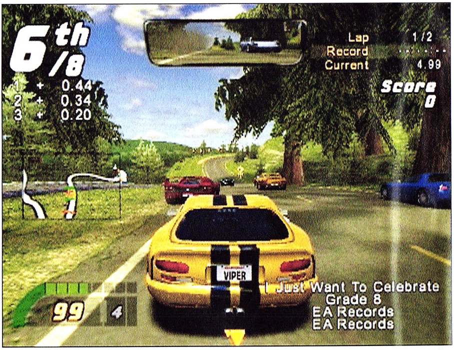
HANDS-ON PREVIEW

Cheese it, it's the fuzz!

The Porsche Carerra GT. The Lamborghini Diablo 6.0 VT. The Ferrari 550 Barchetta. The...Ford Crown Victoria? Well, of course! The Crown Vic is a necessity in any game that allows you to "Be the Cop"—just one of the modes in *Hot Pursuit 2*. And the game comes loaded with a host of upgrades and additions behind the sleek car selection and new modes.

While many games seem to strive for ever more realism, **EA Games'** Need for Speed franchise happily wallows in its arcade qualities: This edition features slow-motion jumps (complete with *Matrix*-ey camera rotation), flaming paths to illustrate shortcuts, and patently unrealistic physics—but in a good way. On the other hand, plenty of extra scenery spices up the levels to make things look more realistic, from forest fires to gas stations, roadside towns and vista views. Look for this one to arrive late this **summer**.





8th/8
1 1 Lap
2 +1:29.92
3 +1:29.86
Lap 1/4
Record
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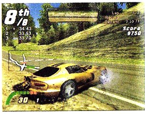
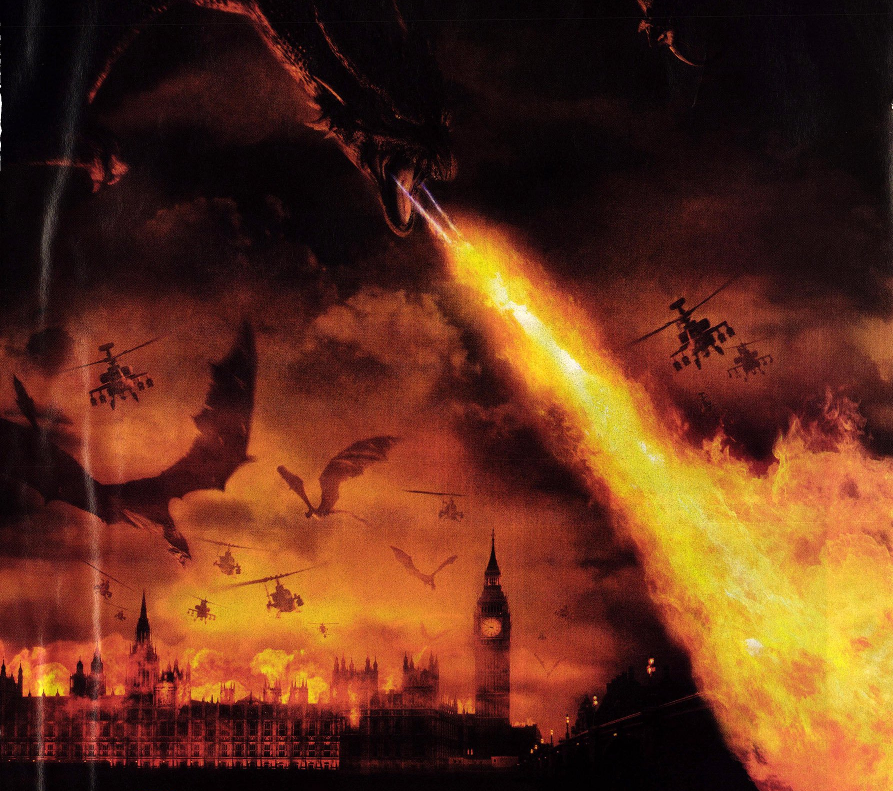
Score 0
104
5

Damage Control

For the longest time, auto manufacturers refused to allow their cars to get beat up in games. Finally, EA has convinced a few to give in, allowing you to wreak havoc on your cars (below). Kids, don't try this at home!



FIGHT FIRE WITH FIRE



REIGN OF FIRE

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MUSIC BY EDWARD SHEARMUR VISUAL EFFECTS SUPERVISOR RICHARD HOOVER VISUAL EFFECTS AND ANIMATION BY THE SECRET LAB CO-PRODUCERS DEAN ZANUCK DEREK EVANS COSTUME DESIGNER JOAN BERGIN EDITOR THOM NOBLE, A.C.E. PRODUCTION DESIGNER WOLF KROEGER DIRECTOR OF PHOTOGRAPHY ADRIAN BIDDLE, B.S.C.
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Touchstone Pictures

IN THEATRES JULY 12

PRIMAL

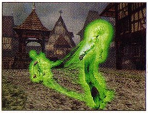
Shapeshifting in style

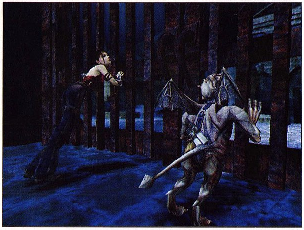
Best known for developing the MediEvil games, Sony Europe's **Cambridge Studios** has taken its sweet time in attempting to satisfy PS2 gamers. But it looks like that might just happen this **October**, when *Primal* heads our way.

Oozing with the dark style you'd expect from a game joining our own world with a fantastical one full of demons, the game stars you as a shapeshifting babe named Jen on a quest to "face her inner demons." Sounds cliché, to be sure, but we're assured that a deep story awaits, accompanied with plenty of demon-busting, puzzle-solving action.

Beyond *Primal*'s stylistic appeal, the shapeshifting aspect seems to hold the most promise. Unlike games such as *Shifters*, where your character morphs in a puff of smoke, this one actually shows the process unfold right before your eyes as though you were the T-1000 in *Terminator 2*. Jen changes into four demonic forms, each helpful for the four unique worlds. She might adopt a ferral form looking for a fight in Ferai, for example, or become fish-like for the water world.

Yet, as has become customary for **Sony CEA** releases of late, Primal is also a buddy game of sorts. A gargoyle named Scree accompanies Jen, and though he hates to fight, you'll find his small size and flying ability integral to solving certain puzzles.





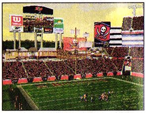
NFL 2K3

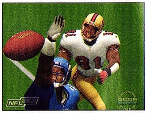
FIRST LOOK

This is *SportsCenter*...well, sort of

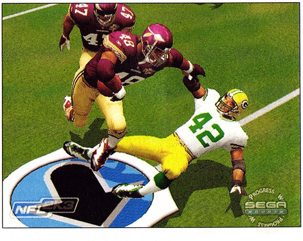
What do men do during an autumn Sunday night? No, the real men. Yes, after *The Simpsons*. That's right, they watch *Sunday Night Football* on ESPN. And for good reason. There's high production value, it's America's favorite sport, and what's more relaxing than knowing you're on the couch while some guy is creamed by six 250-pound behemoths? So what does this have to do with *NFL 2K3*? Everything. **Sega Sports'** series that last year started the first football war since 1998 has used its ESPN license to the max. Imagine this: You've finished the season 9-7 and you're on the playoff bubble. Instead of finding out if you've made the playoffs by clicking on a Standings menu, you go to *SportsCenter* to watch the week's highlights. That's when you see the other "bubble team" kick a game-winning 52-yard field goal to finish 10-6. And boom, you're crushed. But at least you're crushed by an experience instead of a box score. Therein lies the genius of ESPN integration. Makes everything else seem like Fox Sports, doesn't it?

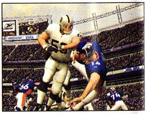
There have been improvements to the game too. *So* many improvements. But they're so subtle you'll have to discover many of them yourself when playing this **August**. Until then, we'll ponder who'll have the best football game this season. *Madden* or *NFL 2K3*? *Madden* has been the best for four years straight—but *NFL 2K3* expects nothing less than a Super Bowl this season.

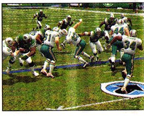


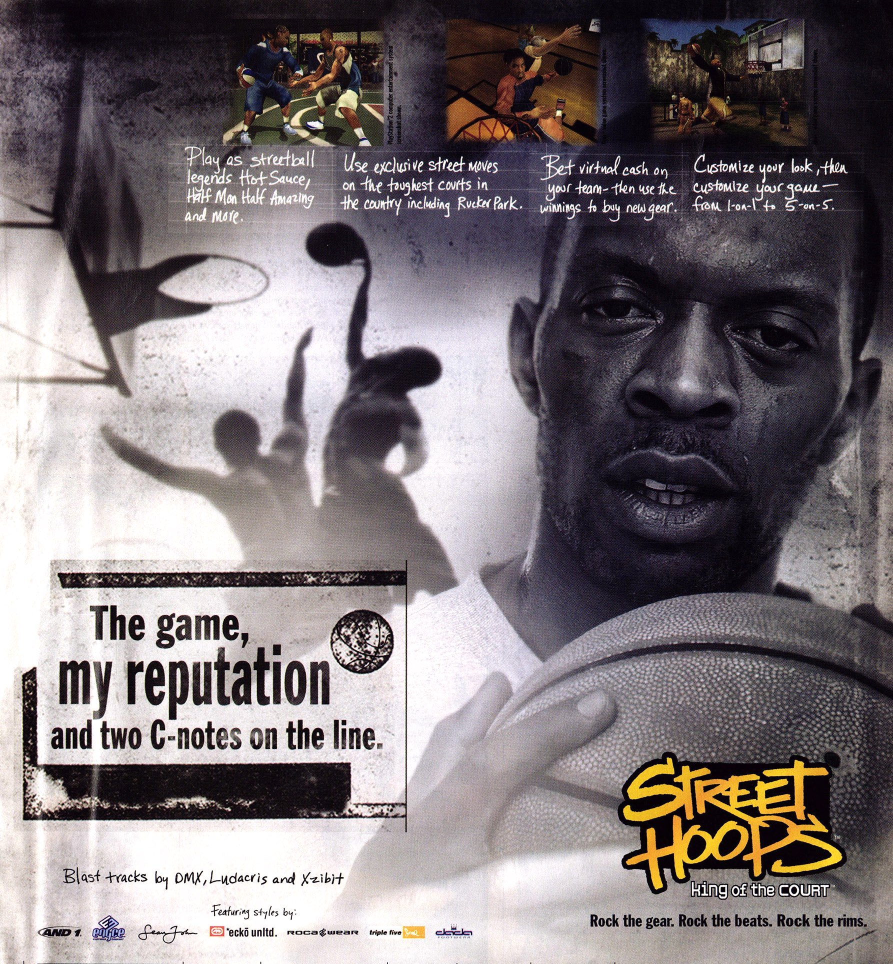


NFL 2K3
IN PROGRESS
SEGA SPORTS
IN PROGRESS








PlayStation®2 computer entertainment system screenshot shown.
video game system screenshot shown.

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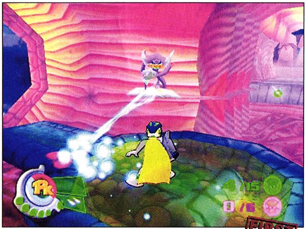
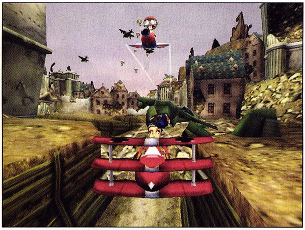
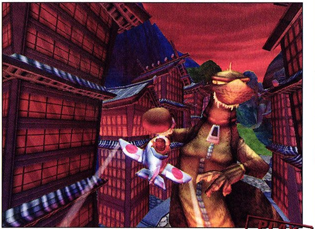


FIRST LOOK

Donald Duck as PK

Apparently, Donald Duck stars in his own Disney comic as "PK," a sci-fi superhero. And apparently, that comic series has a "loyal following in the millions," according to **Ubi Soft**'s president, Laurent Detoc. Who knew? Not us—but no matter, because this **fall** PK will save the day on your PS2 in an arcadey action game chock-a-block with superhero gadgets like a jet pack, iron fist and the Remote X-Transformer, all of which he uses to battle those nasty Evronians.





PLAY ONLINE

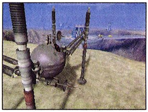
Freaky Flyers

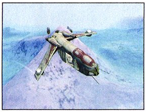
Games aren't funny enough, because funny is hard. But the worst part is that game makers rarely even give humor a shot. **Midway** aims to take a comedic chance this **fall** with its crackpot air raid, *Freaky Flyers*, pitting you as one of 13 characters in planes with serious personality (e.g., one flyer soars around in a log with wings). The game itself is part adventure game and part racer, but such multiplayer minigames as dogfights and races can be played online.

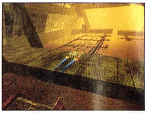
STAR WARS: THE CLONE WARS

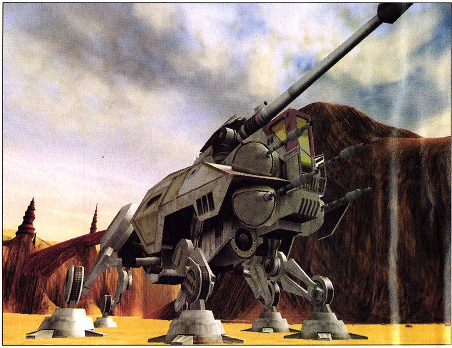
Continue, this Clone War will

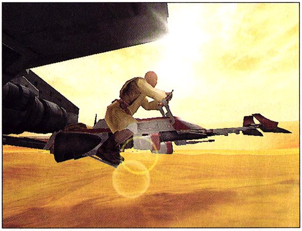
It may not include Yoda kicking ass with a lightsaber, but when **LucasArts'** *The Clone Wars* hits this **fall**, don't be surprised if it reminds you of the last half-hour of *Episode II*. Every vehicle you saw in *Attack of the Clones*' climactic battle comes to life, as you engage in land- and air-based combat with fighter tanks, AT-SX assault walkers, speeder bikes, Republic gunships and the like (**Pandemic Studios** has included more than 30 unique units total). This continuation to the most recent Star Wars flick places you in battles set all across that famous galaxy far, far away—everywhere from familiar locales like Geonosis to those only the most hardcore of fans will recognize, such as the ice planet of Rhen Var (seen in Dark Horse Comics' *Tales of the Jedi*) and the Wookiee homeworld Kashyyyk. At times, you as Anakin, Obi-Wan or Mace Windu will depart your vehicle in favor of handling things on foot equipped with a Jedi's weapon. Which is pretty cool—even if Yoda has nothing to do with it.

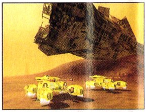












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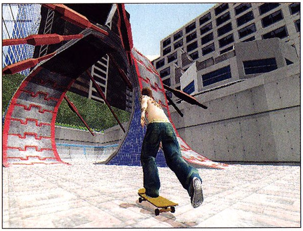
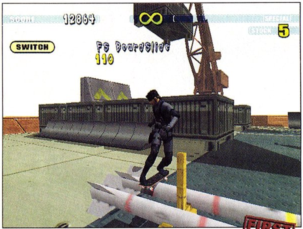
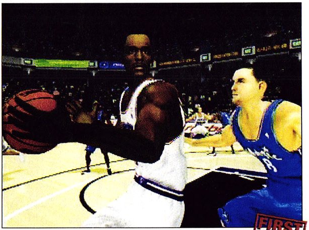




FIRST LOOK

Evolution Skateboarding

Sure, *Evolution Skateboarding* is no *Tony Hawk*—but as far as we can tell, it's not trying to be. First off, the inclusion of boss battles means you're not just trying to outskate your next-door neighbor. We're talking giant spiders and runaway trucks—pretty much exactly what you'd expect from a **Konami** game. And who can honestly say they've never wanted to skate as Solid Snake (well, besides everyone in the world)? No one will be able to resist a skate on Strut F this **October**.



FIRST LOOK

NBA ShootOut 2003

Defense wins championships, so why has playing defense been so hard in every PS2 hoops game? It seems the team over at **989 Sports** is paying attention to what everyone else is missing, and its **fall** release of *ShootOut* is designed to be fun on both sides of the ball. The physics alone have improved greatly from past versions. Players sidestep if you tease the analog and don't break into a full run until they've actually turned around. *Live* and *NBA 2K3* could stand to mimic such a thing.

SILENT HILL 3

HANDS-ON PREVIEW

Something old, something new, something freaky

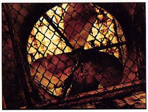
"A lot of people will have preconceptions about what to expect with this game," *Silent Hill 3* scenario writer Owaku Hiroyuki tells us after showing off a bit of **Konami**'s third installment to its popular horror franchise. "In *Silent Hill 1*, the main character was to find his daughter, and in *Silent Hill 2*, he was to find his wife. Because of this, in *Silent Hill 3*, I wanted to do something very different—something that would betray people's expectations." And although he won't say exactly what he means by that, we have a good notion to believe him. Especially because of what we've seen so far.

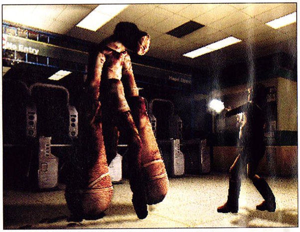
Silent Hill 3 stars a young girl named Heather—but she's in some other weird town besides Silent Hill. A very different town from what we've been accustomed to thus far—one with subways and a shopping mall. And yet, somehow things still tie to Silent Hill. "The title is still *Silent Hill*, so there has to be a connection," director Kazuhide Nakazawa hints.

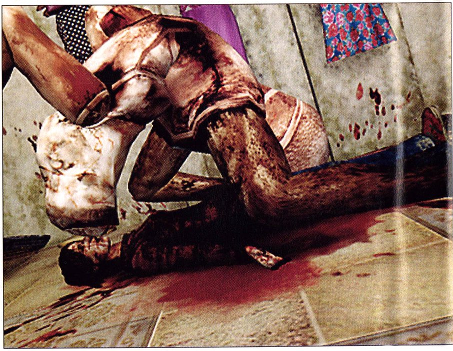
But other than the story, a lot has changed for this new sequel. "Even though we're using a similar effect engine in *Silent Hill 3* to that of *Silent Hill 2*, we pretty much re-created the entire graphics engine," cites Nakazawa. "This was vital for us so that we could accurately display the specific images we had in our minds for this game." Interestingly, because of the new graphics engine, the team has opted not to go with computer-generated cutscenes in this game. "We are confident that whatever we've done in CG can now be done on the PS2 in real time," states Nakazawa. "We may use some CG for the opening or ending, but not inside the game."

Gameplay is also getting some adjustment for part 3. "We realize that some people found certain areas a little dull in the past game, so for this one we're putting a lot of attention in this area," Nakazawa explains. "That's not to say this game will be all action, though. It'll still be about mood."

Don't expect to see *Silent Hill 3* soon—it likely won't be released till **spring**. Until then, Nakazawa leaves us with this: "If you have any expectations for *Silent Hill 3*, prepare to be surprised."







STREET HOOPS

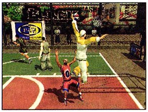
HANDS-ON PREVIEW

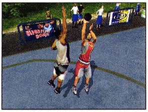
You got game?

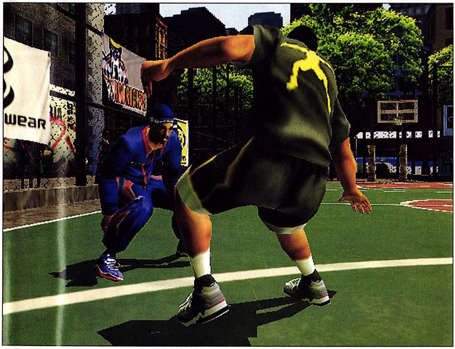
Names like Hot Sauce, The Future, Headache and Half Man Half Amazing are laughable. But it's no laughing matter that these ballers (often found in videos from And 1 that show off Rucker Park competitions—and the most mindblowing moves we've ever seen) are set to dominate the PS2 street courts. These *Street Hoops* stars are known to dribble with their elbows and knees as much as their fingertips. Who better to put in a game?

While this **Activision** title lacks the artistic hipness of *NBA Street*, it should still turn heads with its authenticity. Our favorite feature is the Career mode, which allows you to gamble your way to the top. You make bets for each game, and if you win, you can make bigger bets. Simple math, for sure, but it's something that's never been done before in a sports game. After you've earned mad cheddar, tall ducats or phat cash (you have to talk a good game, not just play it), you can flip your funds like a pancake and turn them into new duds, new kicks, a new gold wristwatch and all other manner of goodies.

Sadly, the basketball part of the game, for now, is its weakest asset. The animations are a bit sluggish, and it feels like you don't have full control over your baller at all times. But there's time to fix that before its **August** release. This game's got flavor—now it needs the speed.



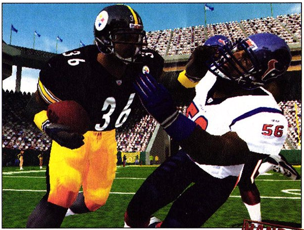




BLACK OPS
entertainment

Customizer

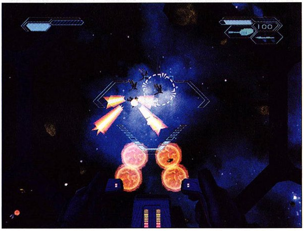
If you were annoyed at the overly cartoony-ness of *NBA Street*, you're going to love the look of *Street Hoops*. But the look is also up to you. Once you have a baller to call your own, it's up to you to dress, style and keep him manicured. The game features a tattoo parlor and a barber shop. Sick of wearing that moptop? Why not have it fashioned into a Kid 'n Play flat top that reaches the clouds? And once you're clean-cut, why not get that Mother tattoo you've always wanted?

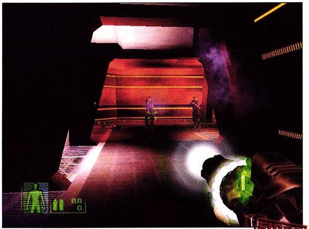


HANDS-ON PREVIEW

NFL GameDay 2003

Defense is the focus for **989 Sports'** much—check that—*monstrously* improved *NFL GameDay*. While it'll be a long crawl to gain ground on the superb competitors, *GameDay*'s new vision is taking shape. On the defensive side of the ball, for example, you're rewarded for trying to make the play with some absolutely fantastic-looking gang tackles. Truth is, this game is playable for the first time in years. Better yet, we're actually eager to see more before the **August** kickoff.

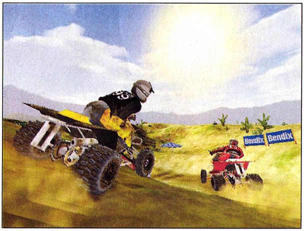


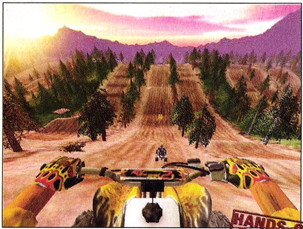


FIRST LOOK

Mace Griffon: Bounty Hunter

This futuristic action game from **Crave** sounds pretty interesting. It's part first-person shooter and part space combat, which means you can run down a corridor right into your ship and take off. You can also customize your ship from a large array of parts. And the game won't be short on story: In fact, characters react to you in drastically different ways based on your notoriety. Sure, it might not be THAT *Bounty Hunter*, but it still looks promising. Check it out this **winter**.

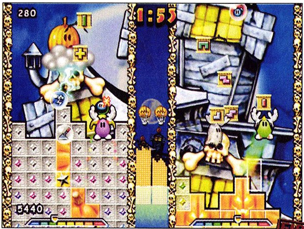




HANDS-ON PREVIEW

ATV Offroad Fury 2

We brought you first news of this eagerly anticipated follow-up to **Rainbow Studios'** racer last month. We've seen it in action since then, and it looks to improve the original in nearly every way. One major fundamental change is the addition of different types of terrain: Now the ATVs handle differently depending on whether they're on mud, grass, sand, water and so on. And the best part: Four players can go head-to-head online when **Sony CEA** releases *Fury 2* in **November**.



FIRST LOOK

Egg Mania: Eggstreme Madness

Following in the trail blazed by other pioneering egg-based games—like *Eggomania* (Atari, 1982), *Eggs* (arcade, 1983), *Eggs of Steel* (PSone, 1998) and *EGG: Elemental Gimmick Gear* (Dreamcast, 1999)—comes **Kemco**'s **September** release *Egg Mania*. Sort of a "reverse *Tetris*," *Egg Mania* features little egg dudes who scramble around trying to build towers out of falling blocks while avoiding rotten foes and foul moat water. We're cracking up with anticipation.

THE SIMS

FIRST LOOK

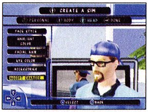
How good are you at the game of life?

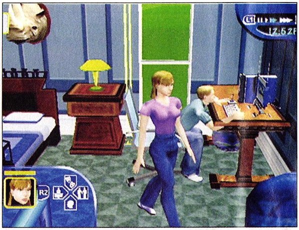
At some point, everyone's gotta pee. Solid Snake. Tony Hawk. Tidus. Lara Croft. Yet they never *ever* get around to doing it. With *The Sims*, there are no more hidden bathroom breaks—it's all right out in the open. If you didn't burn down the bathroom, that is. Yes, it's fantastically true: **EA Games** is bringing *The Sims* to PS2 this **fall**, and we're giggly with anticipation. If you never had a chance to play *The Sims* on PC, you missed out. Basically, you take charge of a person (who can grow into a family if you play your cards right) and everything that person does. Peeing included.

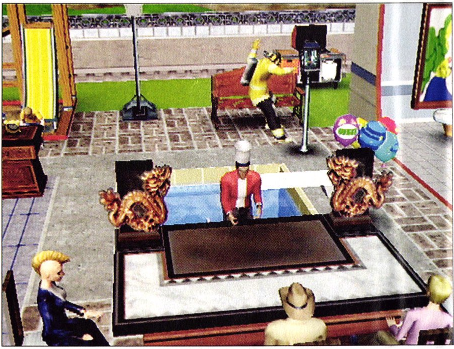
When you fire up the game, it asks you to create a Sim using the gazillion options allowed to you. Forget the limitations you may have faced with create-a-player options in other games—*The Sims* features so many that an infinite feel exists as to how you want your Sim to look, whether that means wearing a mohawk, a top hat or a Cleopatra headdress. You've got eye color, makeup and accessories to consider. But as much work as this may sound, the delectably simple interface allows you to change the look of your character simply by dumping yourself in front of a mirror. It's nice when changing your bad haircut is that easy.

Once you've created a Sim, it's time to plop him or her into an environment. Once inside a home, you'll have to monitor eight categories in order to keep your Sim in a livable (happy) state: Hunger, Hygiene, Energy, Social, Comfort, Bladder, Fun and Room. Neglect these factors, and you've got a very unhappy Sim on your hands. And unhappy Sims burn houses down. *Capisce*?

What separates the PS2 version from the PC *Sims*? Lots. The coolest new feature is that the game includes a two-player mode. You can either compete (one mission has two players trying to get a girl into a hot tub), or you can play simultaneously. If you have no friends, then try out the same classic single-player mode that never ends, or try to "win" by starting in a trailer home and trying to work your way up to a mansion. One with many bathrooms. For easy access.







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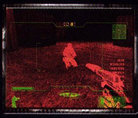

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TEEN T CONTENT RATED BY ESRB

Violence
Blood

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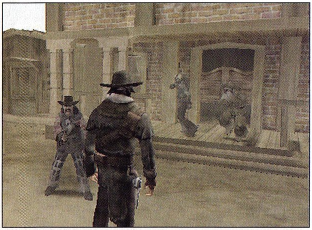
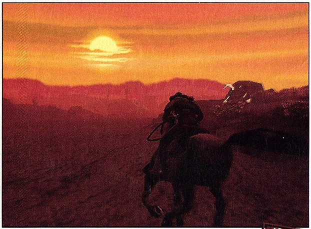
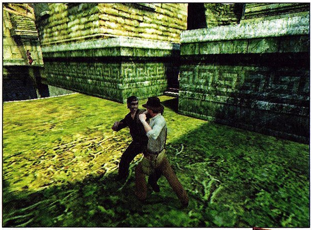




Red Dead Revolver

FIRST LOOK

One of the most pleasant surprises of E3, *Red Dead Revolver* is **Capcom**'s attempt to place gamers into a true spaghetti western. And while it's pretty much a given that Clint Eastwood will sit this one out, don't be surprised to see a similar tough-as-nails, gritty-voiced stranger of a protagonist out to save an Old West town from the desperados and banditos who terrorize it. The gunslinging, horse riding and hand-to-hand cowboy combat arrive **late this year**.



Indiana Jones and the Emperor's Tomb

FIRST LOOK

Since our first look last month at the new Indy game, **LucasArts** has revealed a few details—and we've even seen it in action. *The Emperor's Tomb* takes our whipped hero all over the Eastern hemisphere in search of a legendary Chinese artifact called the Heart of the Dragon. This **fall**, expect 10 levels rife with action ranging from rickshaw chases to puzzle solving to great-looking fight sequences.

THE THING

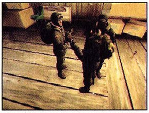
HANDS-ON PREVIEW

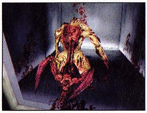
Who goes there?

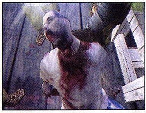
If you haven't seen John Carpenter's *The Thing*, stop reading this now and go rent it. It really is one of the great modern horror flicks. Based on a novella by legendary sci-fi author John W. Campbell, Jr., it tells the story of an Antarctic research team that thaws out a hostile alien species capable of imitating humans with near-flawless accuracy. You'll especially want to see the flick, because **Universal**'s video-game adaptation headed our way this **fall** actually serves as a sequel to the film.

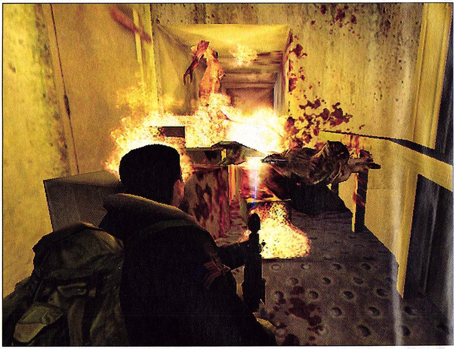
As special-operative Blake, your job is to investigate the research site and discover what happened to the scientists. Is the game survival horror? Well, yes—but not in the way you'd expect. Gone are the clunky controls and static cameras; *The Thing* feels more like action/adventure than slow survival horror. Of course, it does come packed with jump-out-of-your-seat moments, along with some puzzle solving and item management. But from what we've seen, all these elements drift far from the survival-horror norm, enhancing and streamlining the formula.

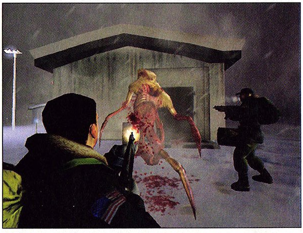
Most innovative is your reliance on your team, who genuinely looks to you for leadership (see sidebar). You'll need to keep your team alive, under control and sane—or you're not getting out alive.

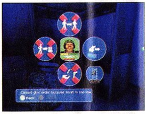












Trust No One

If one of your party gets too frightened, he can have a heart attack. And if he stops trusting you, he'll stop taking orders (above) and could even eventually turn on you.

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TEEN T CONTENT RATED BY ESRB

Violence

PlayStation®

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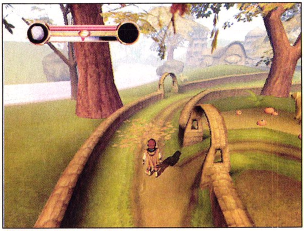
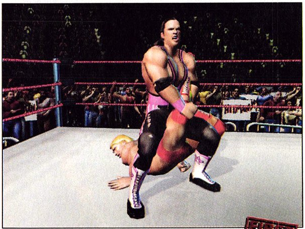


The Lord of the Rings: The Fellowship of the Ring

Not to be confused with EA's upcoming *Lord of the Rings* game, *The Fellowship of the Ring* comes by way of **Universal** this **fall** and aims to follow the events of the *book*. So, in addition to everything you saw in the movie, this includes encounters with the likes of Tom Bombadil and the Barrow-wights. Also, each of the three characters you play as—Frodo, Aragorn and Gandalf—features different gameplay styles.



Legends of Wrestling II

FIRST LOOK

While we were reluctant fans of this game's original form, it seems that *Legends II* includes a $15,000 body slam challenge with Big John Studd. How cool is that? Now the game features 65 wrestlers, and it seems the developers at **Acclaim** have added lots of the old-school madness that made Hulk Hogan a household name. Plus, DVD extras bring us interviews with the wrestlers. Very cool. Get ready to eat the turnbuckle with George "The Animal" Steele in **November**.

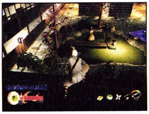
TENCHU III: WRATH OF HEAVEN

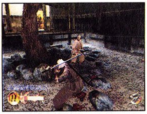
HANDS-ON PREVIEW

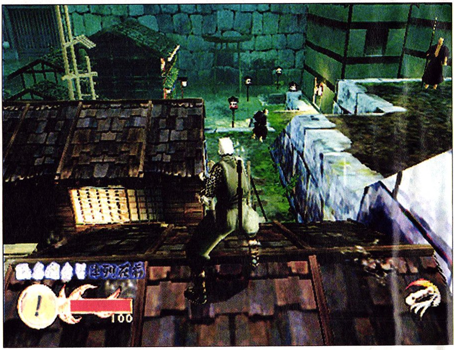
That "other" ninja game

Sega may be grabbing a lot of the spotlight lately with *Shinobi*, but don't think for a second that we aren't still incredibly excited for **Activision**'s ninja game, due this **winter**. Having recently had the chance to see it in action, we're more pumped than ever, especially because of its scope and detail. The previous games prided themselves on massive environments, but this one takes things up a notch by allowing you to go virtually anywhere, meaning levels are hardly the same twice.

Tenchu III also features a lot more character depth than the previous games, with some RPG-ish elements coming into play. By performing certain tasks or figuring out new ways to take out foes, Rikimaru can acquire new skills, allowing him to essentially level up. These skills then allow him to open up new areas in previous stages or to accomplish new tasks. Controls have also been tweaked for this game, making such tasks as climbing walls or seizing weapons a complete breeze.



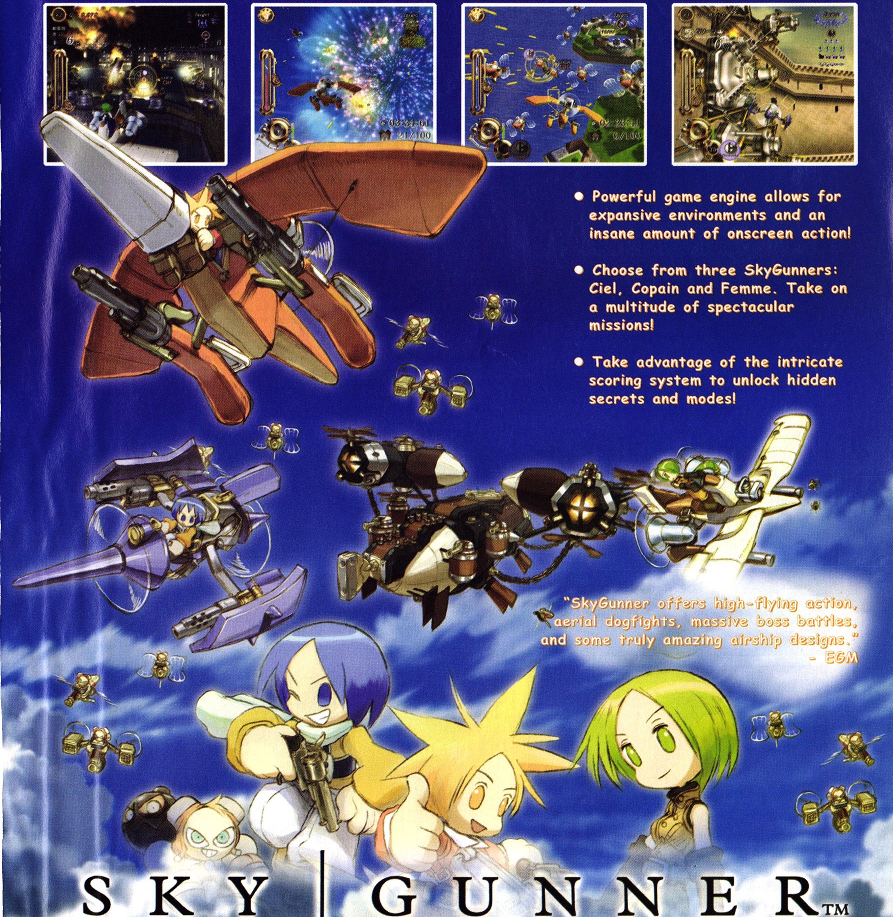




He Lives

Considering that the original *Tenchu* had us all believing that Rikimaru had perished at the end of the game, it's certainly a surprise to get to play as him in this sequel (the second game doesn't count, as it preceded the original). Several other familiar faces, such as family and friends, will make return appearances in this installment, with Ayame even showing up as a second playable character. A third, still unknown, playable character also becomes available at some point.

AN AERIAL ADVENTURE UNLIKE ANY OTHER



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EVERYONE
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CONTENT RATED BY
ESRB
Mild Violence

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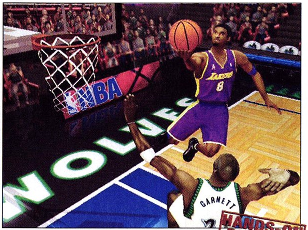
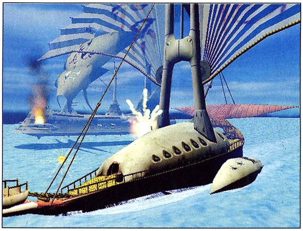
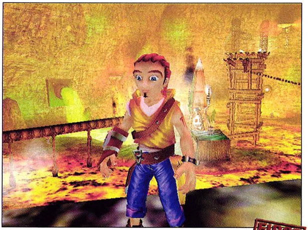


HANDS-ON PREVIEW

NBA Live 2003

Once *NBA 2K2* was released, last year's basketball war was a whitewash. *Live* couldn't compete. *Last* year. This **October**, though, *Live* might just soar back to the top of the basketball ladder, as longtime fans relish in the improvements. Instead of adding a crummy couple of extras, **EA Sports** has focused on gameplay. The fast break is run to perfection, and the inside game is tighter. But the real key is that *Live 2003* doesn't feel like it's on PSone. Finally.





FIRST LOOK

Haven: Call of the King

If you're a fan of platform games, go ahead and put this **Midway** release developed by **Traveller's Tales** (*Crash Bandicoot: The Wrath of Cortex*) on your radar for this **fall**. As a boy named Haven who sets out to find the "Golden Voice" (a mystical bell he's been dreaming about that possesses the power to free his enslaved people from Lord Vetch), prepare for a journey involving land, sea and air vehicles—even outer space. A mass of machinery and weapons also helps the cause.

HITMAN 2: SILENT ASSASSIN

HANDS-ON PREVIEW

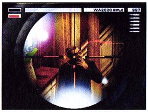
The Metal Gear Solid of contract killing

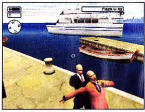
When the developers at **IO Interactive** put together *Hitman: Codename 47*, they knew they were creating a console-friendly title that, for whatever reason, would never reach anyone but PC gamers. That all changes for the sequel, though, as **Eidos** introduces the series to PS2 this **September**.

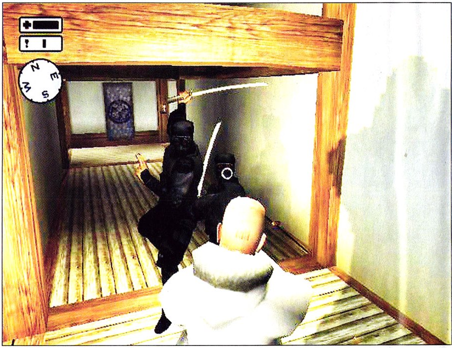
Hitman 2: Silent Assassin continues where the last game left off. What's that? You never played it? Well, neither have we, but apparently the nameless protagonist got so fed up with the whole killing-people-for-money thing by the end of *Codename 47* that he retreated to a church to repent his sins and live a peaceful life. But a few months of serenity get disturbed big time when one of your priest buddies is kidnapped, sending the bald antihero back into action. What starts out as a simple rescue mission turns into a fight for your own life—yes, this was all an elaborate plan to bait *you*—taking place in such worldwide locales as Sicily, St. Petersburg, Japan, Malaysia and India.

Gameplay might remind many of *Metal Gear Solid*, with stealth playing a key role in your success. There's a great deal more to this than simply evading those who would like nothing more than to bring down a legend in his field, however. Once you take down an enemy, for example—be he a soldier or even the likes of a cook—you can try on his clothes in an attempt to move more freely about the area. But don't forget about the body! Nothin' blows a man's cover better than a dead, naked guard sitting in the middle of an open area. You'll have to move him to a safer location so that he can be dead and naked someplace else.

If stealth isn't your bag, don't fret—you can succeed just as well going in guns-ablazin'. And with an arsenal of killer weaponry at your disposal, straight fighting might even be more fun!







Music for the Cultured Hitman

We can't say we're up on our classical music as much as we should be—and we're guessing you aren't either—but when an unnecessarily long-named orchestra of international acclaim takes on the task of creating an original score for a video game, we take notice. *Hitman 2*'s soundtrack comes to us by way of the Budapest Symphony Orchestra of the Hungarian Radio and Television (left). Now, go buy all their CDs.

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Turbo Shock 2 Controller

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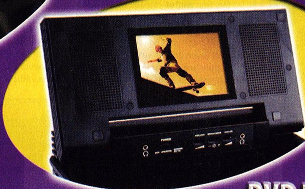
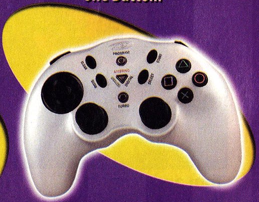


Cyber Shock 2 Controller

Programmable Allows Up To 12 Difficult Multiple Moves To Be Programmed Into One Button!



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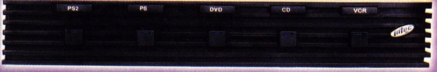

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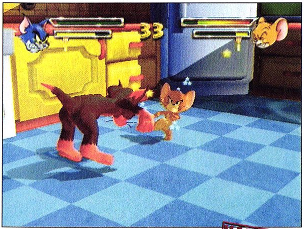
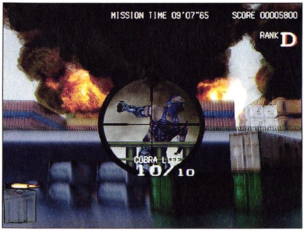
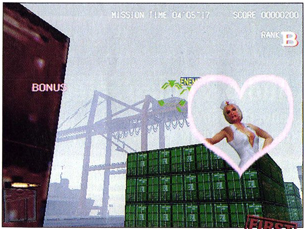


Tom and Jerry in War of the Whiskers

HANDS-ON PREVIEW

Not content to stick with warm, fuzzy critters like Hello Kitty and Elmo, **NewKidCo** taps the ultraviolent duo of Tom and Jerry for its first-ever T-rated game. Like the classic cartoons, though, this isn't just kid stuff: *Whiskers* is an all-out brawler with enough mayhem to appeal to all gamers. It's fast, it's gorgeous, it's fun—and it's **in stores now**, so get ready to finally even the score with that annoying rodent Jerry.





Silent Scope 3

FIRST LOOK

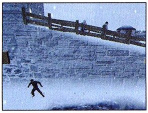
Due out this **fall**, *Silent Scope 3* should faithfully re-create the arcade experience of *Silent Scope EX*—well, at least as best you can without an ultra-cool sniper-gun peripheral. Just as with the previous two, you'll have to make due with your trusty Dual Shock 2 as you zoom in to shoot terrorists and other evil folk (maybe even to look at the occasional busty, extra-life-giving babe) through 14 levels. **Konami** promises to enhance replay value with multiple endings and hidden features.

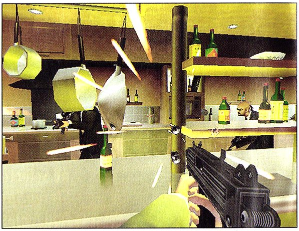
JAMES BOND 007 IN NIGHTFIRE

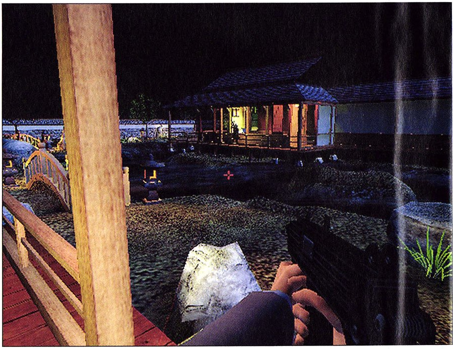
FIRST LOOK

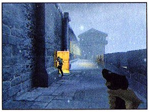
"No, Mr. Bond, I expect you to die!"

Formerly known as *Phoenix Rising*, the upcoming James Bond installment now dubbed *NightFire* comes from U.K. developer **Eurocom**, well known for its work on the Nintendo 64 version of *The World Is Not Enough* (arguably one of the best Bond titles to date). And from what we've seen so far, this **winter** release has all the makings of another great Bond game: heavy action, gadgets, car chases and, of course, babes. Featuring a completely original story, *NightFire* takes the action to such high-up locales as the Austrian Alps and even higher up in a zero-gravity space station. The basic mission is to (surprise) stop the plans of an evil criminal mastermind named Rafael Drake, who (even bigger surprise) is bent on ruling the world. Along the way, you'll come across plenty of supporting characters, both new and old (favorites, such as Zoe Nightshade from *Agent Under Fire*, will return). And what would a Bond FPS be without a four-player split-screen mode?









Switching Perspectives

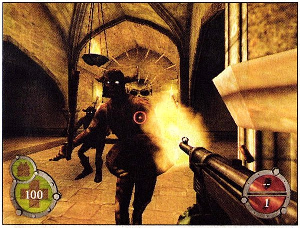
One of the unique aspects of *NightFire* is that the game shifts from the normal first-person-shooter perspective to a third-person perspective at certain key points. Not only can this benefit your control (the perspective aids in the navigation of certain tricky landscapes), but it also helps bring out the intensity of certain sequences. Thankfully, this feature never gets obtrusive.

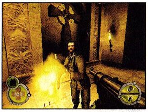
RETURN TO CASTLE WOLFENSTEIN

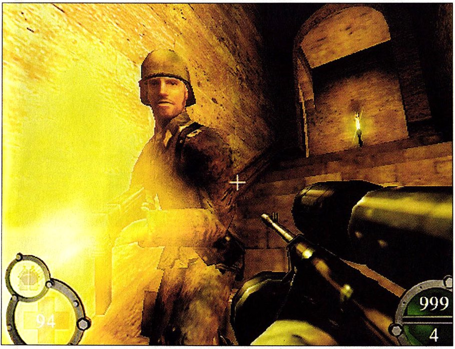
FIRST LOOK

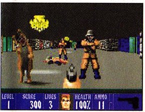
Guten tag!

It's been hailed as one of the best PC games of 2001. It's a direct descendant of the original first-person shooters from the early '90s. And it's coming to the PS2 at last. As Army Ranger B.J. Blazkowicz, delve into the darkest corners of WWII Nazi Germany in *Return to Castle Wolfenstein.* It seems that Heinrich Himmler has been conducting experiments in genetics—and the occult. He's building a vicious undead army to attempt to wipe out the Allies once and for all, and it's your job to stop him. And if you want to keep your mind on your job, you'll have to tear your eyes away from the pretty graphics; the game is based on the powerful *Quake III* engine that PS2 owners saw run so smoothly in *Quake III Revolution.* Our biggest question at this point is about multiplayer—it was generally accepted as the best part of the PC game, and **Activision** has yet to offer such details for the PS2 version. But we should find out long before the game's release this **fall**.



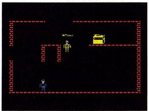


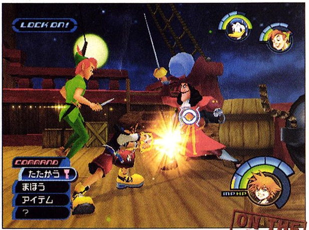




Good Ol' Days

You no doubt know *Wolfenstein* is based on a 1992 PC game called *Wolfenstein 3D* (left). But did you also know *that* game was based on an Apple II game from 1981, *Castle Wolfenstein* (right)?

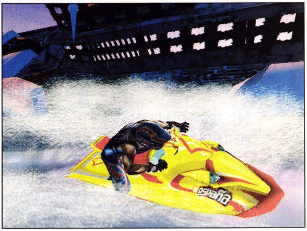


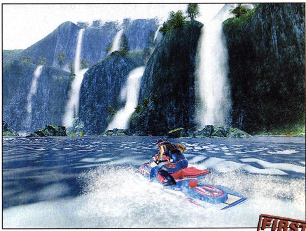


ON THE DISC

Kingdom Hearts

We don't get it, but we hear that a few of you still have some doubts about this Disney/**Square** RPG. So, all you too-cool-for-school fools, pop your *OPM* demo disc into your PS2 right this second, and just marvel at the majesty that's *Kingdom Hearts.* But if our video preview still isn't enough, then look forward to our **October** issue, when we'll have a playable demo, just in time for the game's release. And if you're still not convinced after that, then you've got a heart of coal.

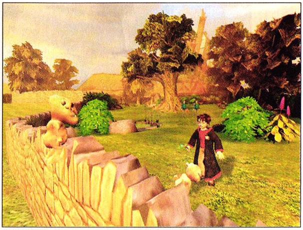


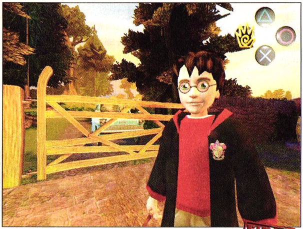


FIRST LOOK

Jet X20

When you think of **Sony**'s *Jet X20*, think *Splashdown* meets *SSX Tricky*. Instead of looping around a course, *X20* plops you into a point-to-point race within sprawling environments that test the imagination. You can speed through the South Pacific or the well-imagined Atlantis. But if you really want to dominate, you'll need boost. Tricks are a big part of the game. The more you do, the more boost you'll get. Which means more speed. A simple formula, but a fun one. **October** is jet-ski season.

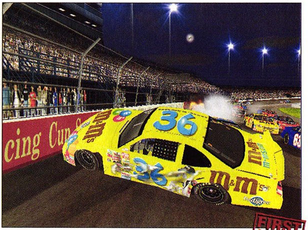




Harry Potter and the Chamber of Secrets

FIRST LOOK

Just in time for the next Harry Potter movie this **November**, **EA Games** releases its first-ever PS2 game based on the Boy Who Lived. Based on J.K. Rowling's second book, *Chamber of Secrets* aims to please the millions of Potter-heads out there. So prepare yourself for spell classes at Hogwarts, minigames like "de-gnoming" the garden of Mrs. Weasley, and plenty of other adolescent magical antics.



NASCAR Thunder 2003

FIRST LOOK

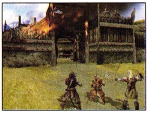
This year's edition of *NASCAR Thunder* sports an all-new game engine and seven new tracks, including a '50s-era Daytona Beach course—and that's just the beginning. The game looks like it's going to put a NASCAR spin on the "Madden Cards" idea with "Thunder Plates," collectible items that unlock secret tracks, drivers and videos. Will it finally be the game that NASCAR fans have been dreaming of? It's too early to say, but we'll find out when **EA Sports** releases the game this **fall**.

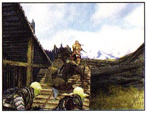
LORD OF THE RINGS: THE TWO TOWERS

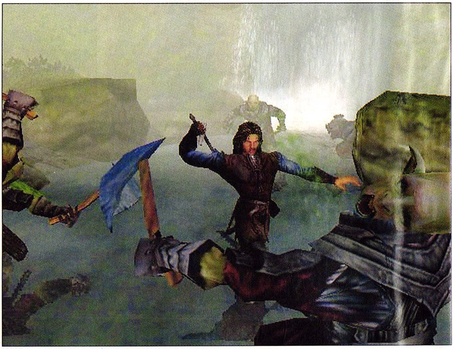
HANDS-ON PREVIEW

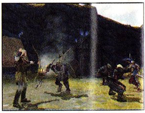
The one game to rule them all?

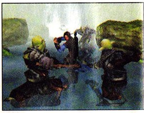
This **fall**, **EA Games** hits us with the first of what we're sure will turn into a slew of games based on *The Lord of the Rings* movies (not books—that's Universal) with *The Two Towers*. But this one doesn't just involve the second *Rings* film with which it shares its title; *Towers* also incorporates events of *The Fellowship of the Ring* into the mix. Primarily a hack-n'-slash action game reminiscent of *Dynasty Warriors* (only much, much better-looking—almost photorealistic at times—and with a deeper battle system), the game takes all of the big-scale battle sequences from both movies and throws you into them as Aragorn, Gimli or Legolas. We're told to expect at least 16 environments in which to both kick enemy butt and save your allies. So get ready to fend off Nazgul at Weathertop, battle the cave troll in the Mines of Moria, and slaughter every Uruk-Hai you see at Helm's Deep. And we can hardly wait to see what they do with confrontations with Saruman and the Balrog!











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BG&E [WORKING TITLE]

FIRST LOOK

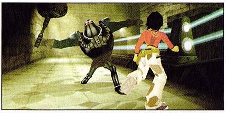
Enter a brave new world from the creator of Rayman

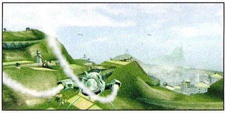
Tucked away in a corner of **Ubi Soft**'s E3 booth this past May, with just a few Frenchmen lingering about and a mere handful of attendees stopping for a quick glance, was a mysterious game titled *BG&E*. And yet, with a minimum of hype, *BG&E* (as in "beyond good and evil") gathered up some modest buzz, with several gaming journalists and other industry insiders quietly naming it as their personal pick of the show. Why the big interest? For one thing, it's Michel Ancel's new project. Right—you've never heard of him. Well, Ancel is the mastermind behind the wildly popular and critically acclaimed Rayman series; think of him as France's answer to Miyamoto or Sakaguchi. But it's not just the gangly Frenchman that got so many gamers giddy about *BG&E*; rather, it's the game itself, which was on display by appointment only behind a thick curtain in a closed-off room.

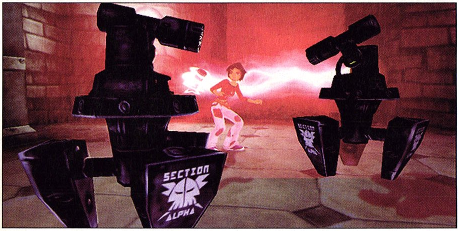
Like *Rayman 2*, *BG&E* is a deceptive title. At first glance, it looks like any other character-based action-platformer. But after just a few minutes, we found ourselves pulled into a richly realized world, packed with details, sparkling with vitality, overflowing with charm. Sure, the gameplay is nothing new: run, jump, hop, bop, kill things, collect items, solve puzzles, race, fly, snap pictures, earn cash, lather, rinse, repeat. But it's the whole package that sets this game apart. In *BG&E*, you really feel like you're part of a living, breathing world, which helps lend a deeper meaning to all the on-screen action. "We wanted to pack a whole universe onto a single CD—mountains, planets, towns," Ancel explains. "The idea was to make the player feel like an explorer, with a sense of absolute freedom."

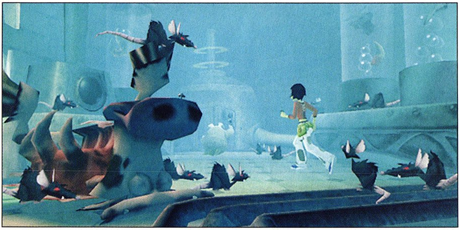
BG&E is also a bit more mature than Rayman. This time, Ancel has opted for a human (and limbed) main character—a young investigative reporter named Jade, who along with her pig (literally) of a companion, set off to photograph some rare life-forms only to soon get embroiled in a world-spanning conspiracy led by a tyrannical, corrupt government.

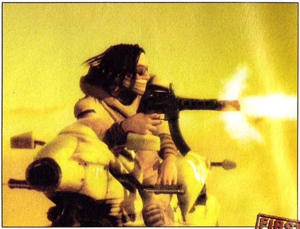
BG&E is still far off from its **2003** release, but we're keeping a close eye on this one. So should you.







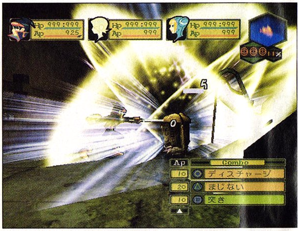


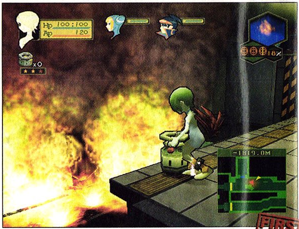


FIRST LOOK

Moto-X

So far, the only screens released for **Konami**'s upcoming motocross game are from the FMV sequence you see above. Still, it gives you a pretty good idea of what to expect this **October**. In a postapocalyptic near future, only the strong survive—and the strong drive souped-up dirt-bikes as they battle others scavenging for food and supplies. If a rider is lucky (you've got six to choose from and eight tracks on which to combat), he'll find powerful weapons to make survival a little easier.





FIRST LOOK

Breath of Fire V [WORKING TITLE]

Sporting a new look (yep—it's cel-shaded!) and a much more intriguing storyline, *Breath of Fire V* looks to redefine **Capcom**'s flagship RPG series. An ecological disaster has forced people to live in a massive underground city, and as generations have passed, people have forgotten what surface life was like. One day, you, a ranger named Ryu, have an epiphany and make it your mission to reach the surface. Find out what lurks above when the game is released this **winter**.

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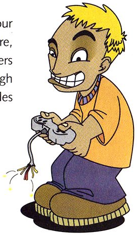

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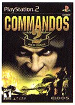

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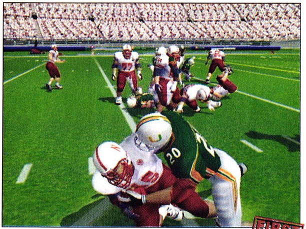
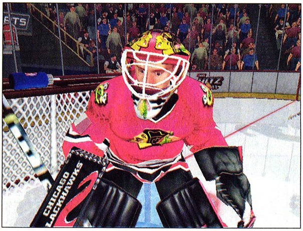
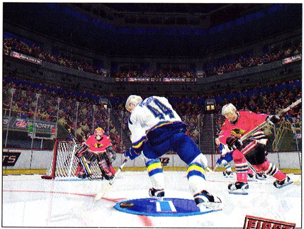


FIRST LOOK

NCAA GameBreaker 2003

College football fans with PS2s likely see **989 Sports'** GameBreaker series in one of two ways: 1) They've forgotten it even exists since there wasn't a game released last year, or 2) they were hoping that after *GameBreaker 2001* we'd never see another one again. Whichever describes you, know that the 2003 edition is coming whether you want it or not. Know what, though? That year off seems to have done it some good. We actually kind of look forward to its **August** release.





FIRST LOOK

NHL Hitz 20-03

Last year, **Midway**'s *Hitz* was one of the great sports surprises. Since the gameplay was silk, they left it alone and focused on making this year's **fall** version deeper. Now, a Franchise mode lets you battle to be the No. 1 team in the world, and all-new minigames can be played with one or two competitors. Meanwhile, the Create-A-Player mode might just yield the ultimate skated warrior, and our favorite addition, the Tournament mode, places you against 16 human players in a tourney.

GUNGRAVE

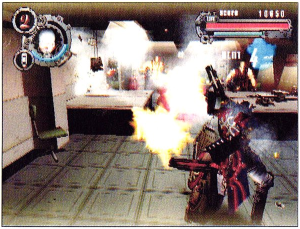
HANDS-ON PREVIEW

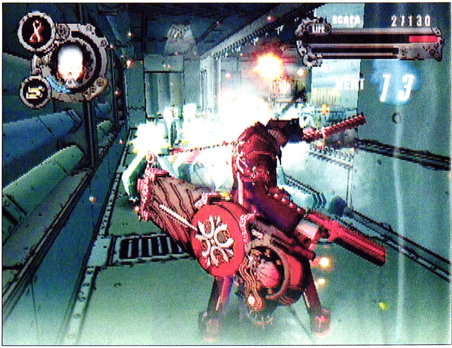
Kick some ass

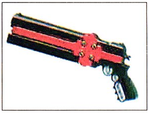
Gungrave has one purpose and one purpose alone: It's all about being badass. This **Sega** game thrusts you in the role of a character named "Beyond the Grave," tosses you into areas filled with tons of bad guys, and requires you to, as it phrases, "Kick Their Ass." Which you most definitely do.

But you kick ass in style, which is why the game works so well. You don't just simply shoot at enemies. No, in *Gungrave* a typical shoot-out has you posing in badass stances, jumping around, twisting and turning—all for the sake of style. It makes you feel good to kick ass. Especially with the weapons available: twin guns as your normal attack and a massive coffin gun that Grave carries on his back to, you know, provide super blasts that lay waste to everything on the screen. The way Grave carries himself is too cool. He's the type of guy who won't open a door—he'll kick it down.

Everything else about *Gungrave* is equally stylish. The graphics, though not exactly cel-shaded, feature a distinctly dark anime look to them. And the anime movie sequences look excellent, with seemingly high production values (they are, after all, from people who worked on Japanese anime movies like *Trigun*). Needless to say, they kick ass—and you can, too, this **September**.







More Bang for Your Buck

Talk about a cool promotion. The first 3,000 lucky gamers who pre-ordered *Gungrave* in Japan were given a special-edition version of the game called *Red Special Pack* that came with a 1/6 scale model of the Cerberus Right Hand Gun. Though the gun doesn't actually fire, it's quite stylish. Unfortunately, there's little chance Sega would ever have a similar promotion here. But maybe one'll pop up on eBay....

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Final Fantasy X

Final Fantasy X

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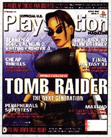

Tomb Raider: TNG

PS one Demo Disc playables: Sheep Raider, Monsters, Inc., Twisted Metal: Small Brawl, Scooby-Doo and the Cyber Chase, E.T.
Video previews: Batman: Vengeance, Tony Hawk's Pro Skater 3, Jak and Daxter

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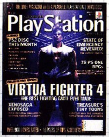

Virtua Fighter 4

PS2 Demo Disc playables: Maximo, Soul Reaver2, PaRappa the Rapper 2, Frequency, Gitaroo Man, Airblade
Video previews: Virtua Fighter 4, Grand Theft Auto III, Smuggler's Run 2, Herdy Gerdy

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PlayStation
Spider-Man

Spider-Man

PS2 Demo Disc playables: Hot Shots Golf 3, Rez, Jak and Daxter, Baldur's Gate, SSX Tricky
Video previews: Spider-Man, Barbarians, Jak and Daxter

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PlayStation
Star Wars
Bounty Hunter

Star Wars

PS2 Demo Disc playables: Medal of Honor: Frontline, Fatal Frame, Herdy Gerdy, Mad Maestro!, Pirates: The Legend of Black Kat
Video previews: Delta Force Urban Warfare, Scooby-Doo, Stuntmaner's Stone, NBA ShootOut 2002

☐ Issue 58-**July 2002**-$10

PlayStation
Everquest and The PS2 Online

PS2 Online

PS2 Demo Disc playables: Mister Mosquito, Aggressive Inline, Knockout Kings 2002, Tiger Woods PGA Tour 2002, Fireblade, Star Wars Jedi Starfighter *Video previews:* Mark of Kri, Woody Woodpecker, Gravity Games

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Final Fantasy VII Strategy
Demo Disc playables: Intelligent Qube, PaRappa the Rapper, Ace Combat 2, Fighting Force

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Bushido Blade Strategy
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Tomb Raider II Strategy
Demo Disc playables: NFL GameDay 98, CART World Series, Frogger

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Alundra Strategy
Demo Disc playables: NCAA GameBreaker 98, Tomb Raider II, Command & Conquer: Red Alert, Crime Killer

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Demo Disc playables: Bloody Roar, Monster Rancher, Shipwreckers
non-playables: Alundra, NBA ShootOut 98, Saga Frontier, Mega Man Neo

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Resident Evil 2 Strategy
Demo Disc playables: Hot Shots Golf, Pitfall 3D, WCW Nitro, ONE

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Demo Disc playables: Tekken 3, Turbo Prop Racing

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Demo Disc playables: Spyro the Dragon, Duke Nukem: Time to Kill, WWF War Zone, The Unholy War, S.C.A.R.S.

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non-playables: Crash Bandicoot: WARPED, Tenchu, Tai-Fu, Rugrats, Abe's Exoddus, Brave Fencer Musashi, You Don't Know Jack

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Crash Bandicoot Strategy
Demo Disc playables: Tomb Raider III, Crash Bandicoot: WARPED, Bomberman World, A Bug's Life, Running Wild, Kagero, Metal Gear Solid, Gran Turismo

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Tomb Raider III Strategy
Demo Disc playables: Silent Hill, Moto Racer 2, Brave Fencer Musashi, Apocalypse, T'ai Fu

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Syphon Filter Strategy
Demo Disc playables: Syphon Filter, Bust A Groove, Shadow Madness, Fisherman's Bait, Akuji the Heartless, No One Can Stop Mr. Domino, Street Sk8er

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Demo Disc playables: R4: Ridge Racer Type 4, WCW/nWo Thunder, Rollcage, Warzone 2100, Rugrats: Search for Reptar

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Jade Cocoon Strategy
Demo Disc playables: Um Jammer Lammy, Sled Storm, Chocobo Racing, Pong, Monaco Grand Prix Racing

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Final Fantasy VIII Strategy
Demo Disc playables: Metal Gear Solid, WipeOut 3, Omega Boost, NFL Xtreme 2, Jet Moto 3, Toy Story 2, Pac-Man World

Issue 26 – November 1999 **$10**
Crash Team Racing Strategy
Demo Disc playables: Grandia, Legacy of Kain: Soul Reaver, Killer Loop, 40 Winks, NFL Blitz, Crash Bandicoot: WARPED, Cool Boarders 3

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Dino Crisis Strategy
Demo Disc playables: GT 2, Madden NFL 2000, NFL GameDay 2000, NCAA Game Breaker 2000, Cool Boarders 4

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Demo Disc playables:
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Medal of Honor Strategy
Demo Disc playables: Tomba! 2, Tomb Raider The Last Revelation, SuperCross Circuit, MTV Sports Snowboarding

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Demo Disc playables: Syphon Filter 2, Crash Team Racing, NCAA Final Four 2000, Spyro 2, Silent Bomber, Twisted Metal 4

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Saga Frontier 2 Strategy
Demo Disc playables: Colony Wars: Red Sun, Spider-Man, Eagle One: Harrier Attack, Hot Shots Golf 2, Rollcage Stage II, Gekido

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Syphon Filter 2 Strategy
Demo Disc playables: MediEvil II, NCAA March Madness 2000, NASCAR Rumble, Speed Punks, Rugrats Studio Tour

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Fear Effect Strategy
Demo Disc playables: X-Men Mutant Academy, Threads of Fate, WWF SmackDown!, Gauntlet Legends, Grind Session

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Tony Hawk's Pro Skater
Demo Disc playables: Tony Hawk's Pro Skater 2, Legend of Dragoon, MLB 2001, Mr. Driller, Star Trek Invasion

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Who Wants to Be a Millionaire
Demo Disc playables:
Star Wars Episode 1: Jedi Power Battles, Tenchu 2, WDW: Magical Racing Tour, Destruction Derby Raw, Play with the Teletubbies

Issue 36 – September 2000 **$10**
Soul Reaver 2
Demo Disc playables: Grind Session, Rayman 2: The Great Escape, Ms. Pac-Man Maze Madness, Dave Mirra Freestyle BMX, Tyco R/C Racing

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Star Wars
Demo Disc playables: Bust-A-Groove 2, RC Revenge, Team Buddies, Sydney 2000, Muppet Monster Adventure, Sno-Cross Championship Racing

Issue 38 – November 2000 **$10**
PS2 Revealed
Demo Disc playables: Crash Bash, Incredible Crisis, Jarrett & LaBonte Stock Car Racing, Spyro: Year of the Dragon, UFC, *plus* Metal Gear Solid 2 video!

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Crash Bash
Demo Disc playables: Madden NFL 2001, Star Wars Demolition, MTV Sports Pure Ride, Mat Hoffman's Pro BMX, Disney's The Emperor's New Groove

Issue 40 – January 2001 **$10**
Gran Turismo 3
Demo Disc playables: Driver 2, Spider-Man, The Grinch, 102 Dalmations, Army Men Air Attack 2

Issue 41 – February 2001 **$10**
Z.O.E.
Demo Disc playables: Spyro: Year of the Dragon, Star Wars Demolition, Crash Bash, Cool Boarders 2001, You Don't Know Jack, Mort the Chicken

Issue 42 – March 2001 **$10**
EA Sports Big
Demo Disc playables:
CTR: Crash Team Racing, Hot Shots Golf 2, Grind Session, Disney's Tarzan

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Twisted Metal: Black
Demo Disc playables: Championship Surfer, Power Spike Volleyball, Tigger's Honey Hunt

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MoH: Frontline
Demo Disc playables: Cool Boarders 2001, MediEvil 2, Legend of Dragoon, Emperor's New Groove, Metal Gear Solid, Legacy of Kain, Ape Escape, Tekken 3, Syphon Filter 2

Issue 45 – June 2001 **$10**
Dark Cloud
Demo Disc playables: Grind Session, Hot Shots Golf, Dino Crisis, Klonoa

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Tomb Raider
Demo Disc playables: Tomb Raider II, III & Last Revelation, Alone in the Dark, Gran Turismo 2, Dave Mirra: Maximum Remix, Aladdin in Nasira's Revenge

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Final Fantasy
Demo Disc playables: Final Fantasy VIII *Video previews:* Final Fantasy VII, FFIX, FF Tactics, Klonoa 2, Star Wars: Super Bombad Racing and the *Final Fantasy* movie trailer

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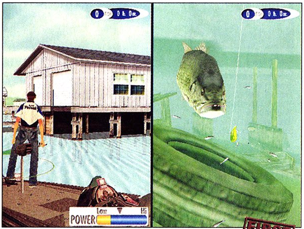
Ico
Demo Disc playables: Mat Hoffman's Pro BMX
Video previews: Disney's Atlantis: The Lost Empire, Okage: Shadow King, Escape from Monkey Island, Drakan II, Legion: The Legend of Excalibur

Issue 49 – October 2001 **$10**
Silent Hill 2
Demo Disc playables: Cool Boarders 2001, Ico, Klonoa 2: Lunatea's Veil, Gauntlet: Dark Legacy, Star Wars: Super Bombad Racing, Portal Runner, Legacy of Kain: Soul Reaver, Spy Hunter

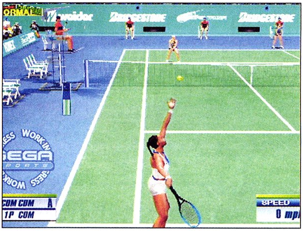
Issue 50 – November 2001 **$10**
Grand Theft Auto III
Demo Disc playables: Spider-Man 2, X-Men: Mutant Academy 2, Barbie Explorer, Crash Bandicoot: WARPED, Spyro: Year of the Dragon, Twisted Metal 2, Syphon Filter 2, Tekken 3 *Video previews:* Dragon Warrior VII, Syphon Filter 3

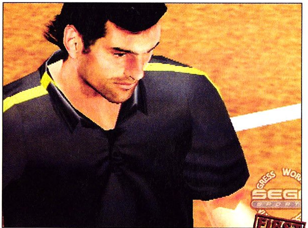
Issue 51 – December 2001 **$10**
Metal Gear Solid 2
Demo Disc playables: NBA Street, Kinetica, Extermination, Gallop Racer 2001 *Video previews:* Jak and Daxter: The Precursor Legacy, Ico, GameDay 2002, Kinetica



Sega Bass Fishing Duel

Yeah, we know—it's another fishing title...so what? Well, here's a little something Dreamcast fans have long known: **Sega** makes fantastic fishing games that are favorites even among amateur anglers. Plus, Sega promises us that the "fish are even smarter this time around." Meaning what? How smart can a fish get, anyway? They're dull creatures that, as far as we know, don't even mind being eaten, they're so dumb. So, uh, get ready for smarter fish this **September**.





Sega Tennis

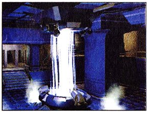
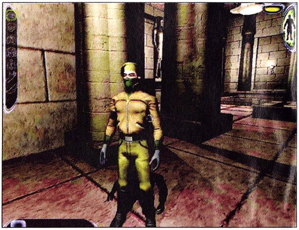
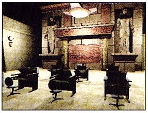
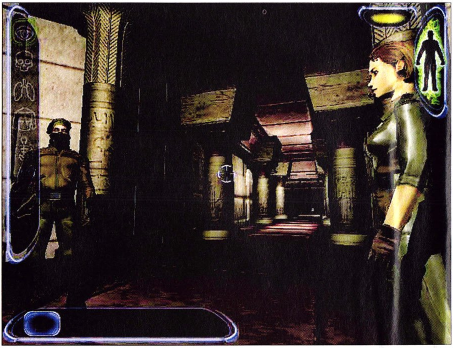
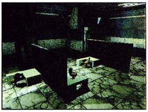
Tennis fans with a PS2 have been getting the shaft. *WTA* was one of the worst games on the system, and *Smash Court* was tennis for *Tekken* fans. Finally, **Sega Sports** rocks the boat with its brilliant brand of the sport that so many of us secretly love. Especially in video game versions. If you had a chance to play *Virtua Tennis* or *Tennis 2K2* on Dreamcast, you know why we're so eager for this **fall** release. The minigames alone are enough to keep even non-tennis fans playing.

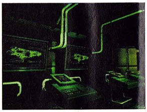
DX2: INVISIBLE WAR

Because "DX" is the cool way to say "Deus Ex"

Don't let the title to this one fool you. *DX2: Invisible War* is the sequel to *Deus Ex: The Conspiracy*—it's just not called *Deus Ex* anymore. Set 20 years after the events of the original game, *DX2* presents a late 21st-century world trying to re-establish civil law after the chaos of the past decades. As new protagonist Alex D., who is a genetic clone of J.C. Denton from the original *Deus Ex*, you set off on a quest to identify both the forces behind the power struggles and, on a personal level, yourself.

Of course, everything that made *Deus Ex* such an innovative sensation returns for the sequel (due this **November** from **Eidos**). More than the first-person shooter it might at first fool you into being, *DX2* also incorporates RPG elements and multiple ways to play the game. If you're a fan of stealth, you can sneak your way about. If you trust your aim, you can attempt to blast your way through. Prefer to combine the two? That's an option as well. You can even go through the entire game without killing anyone! Better yet, your actions directly affect the story, as well as people's attitudes toward you, as indicated by what they say. On a related note, your responses to non-player character speech also affects the plot. It's *that* deep!



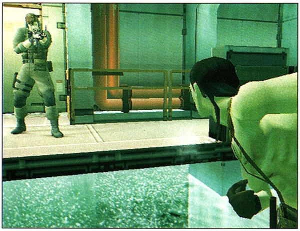
METAL GEAR SOLID 2: SUBSTANCE

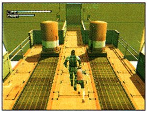
FIRST LOOK

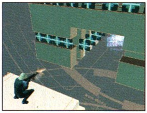
Sons of Liberty: Director's Cut?

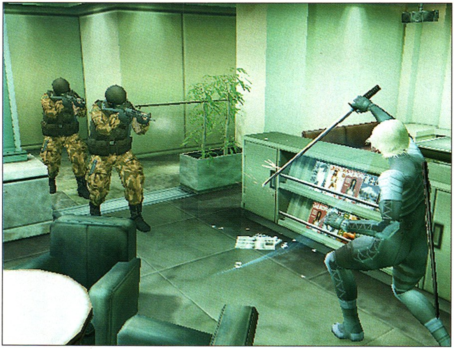
"*Metal Gear Solid 2: Sons of Liberty* was not perfect," admits director Hideo Kojima. "It wasn't complete." As we reported last month, **Konami** is working on an update to the original *MGS2* for **spring** that includes the core game, plus a whole bunch more. "Since *Sons of Liberty* was story-oriented, there were things such as the C4 bomb that you never really got to use in the game," Kojima explains. "There were so many things that you *could* do, but weren't *allowed* to do. That's why we've come up with *Substance*. We're going to fill in what was missing in *Sons of Liberty*."

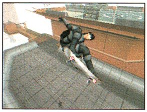
So what kinds of things is Kojima talking about for *Substance*? Well, first we can expect a whole bunch of new VR games for you to hone your skills. Then there are the Alternative Missions, which offer new stories using the existing *MGS2* environments (play the entire game with Snake in a tux!). And finally, there are Snake Tales, five new short-to-medium-length stories starring Snake. Sweet!





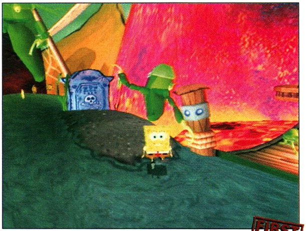






Solid Snake's Pro Skater

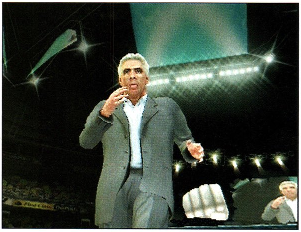
One of the best parts of *Substance* is that it often doesn't take itself seriously. Take, for example, this minigame in which you can skateboard with Snake. It uses the same engine as Konami's *Evolution Skateboarding* (in which Snake even makes a cameo appearance—talk about great cross-promotion). Or, how about a scene in which Snake has to dodge Godzilla-size guards in a VR mission? Funny stuff.

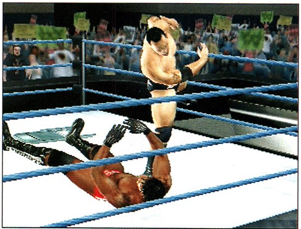


FIRST LOOK

SpongeBob SquarePants: Revenge of the Flying Dutchman

This **holiday season**, while you're enjoying all the big hits on the PS2, **THQ** will be doing its best to make sure your little brother or baby sister has something to play too. Enter SpongeBob, the animated underwater invertebrate adored by kids and adults alike. But don't expect *Revenge of the Dutchman* to cross over just like the TV show does. This one is aimed "squarely" at the tykes. So there!

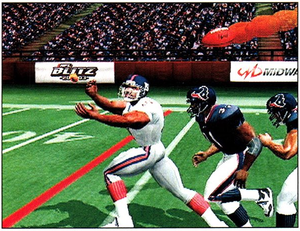


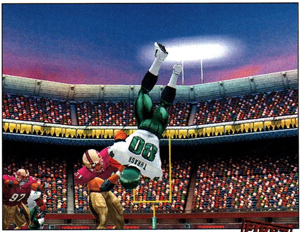


WWE SmackDown! Shut Your Mouth

HANDS-ON PREVIEW

If you loved **THQ**'s *Know Your Role*, you'll salivate over *Shut Your Mouth* this **winter**. In technical terms, each wrestler has gone from 2,500 polys to 5,000. In layman's terms, that means the talent went from looking like crap to looking real. When you see the new *SmackDown!* in person, you'll freak over how great it looks. Hogan, Booker T, The Rock. These dudes look so real. Oh, and so does Stacy Keibler. Rowrr.

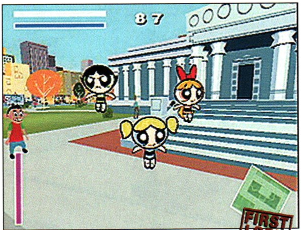




FIRST LOOK

NFL Blitz 20-03

As far as we can figure, there's not much change between last year's *Blitz* and this year's version due this **fall**. The notable changes are the addition of Create-A-Player and the Houston Texans, along with the changing of the cover athlete to sack-master Michael Strahan. We expect new plays, similar graphics and a decent Patriots team QB'd by Tom Brady. But really, isn't this franchise ready for a new attitude? We love *Blitz*'s style, but we need something more, **Midway**.



FIRST LOOK

The Powerpuff Girls

Sure, it's well known that **Bam!** has yet to release a decent Powerpuff Girls game on any platform—but maybe the young superheroines' **fall** PS2 debut can change that. We've seen it in its very early stages, and the girls really do look nice flying through Townsville, as this is the type of game cel-shading was made for. In your attempt to thwart the evil plans of Mojo Jojo, you can switch between all three of the lovely young ladies so as to best take advantage of their individual powers.

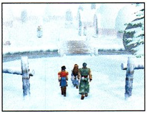
LEGAIA 2: DUEL SAGA

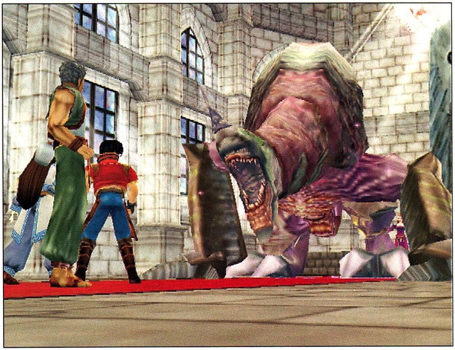
FIRST LOOK

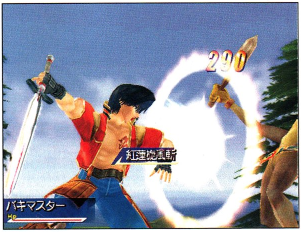
No longer a "Legend," Legaia 2 hits the PS2

Hot on the heels of fanboy favorites like *Mister Mosquito* and *Mad Maestro*, **Eidos** continues its string of hardcore hits (via its **Fresh Games** label) with the release of *Legaia 2: Duel Saga* this **September**. Like the original *Legend of Legaia*, this sequel features the unique Tactical Arts system, which lets you create attacks and set up custom combos by stringing together a series of specific moves. The magic system, though, has been somewhat revamped and amplified, giving you more choices and a wider range of summoning spells. As for the story, we've yet to see what kind of job Eidos has done translating this game, but we're hoping *Legaia 2* has just as much laugh-out-loud humor as its predecessor.

Still, we can't help but wonder if *Legaia 2* has enough spunk to stand out among the crowd of RPGs coming toward the end of this year. Sure, fans of the original already have this on their shopping lists, but others might be turned off by the plain graphics and very traditional gameplay. Either way, we're glad to see more companies focusing on the "smaller" RPGs out there, making sure that ravenous role-playing fans have more than enough fare to slake their thirst for endless turn-based battles and deep, engaging quests.







HANDS-ON PREVIEW

RED FACTION 2

Some toys are made for breaking

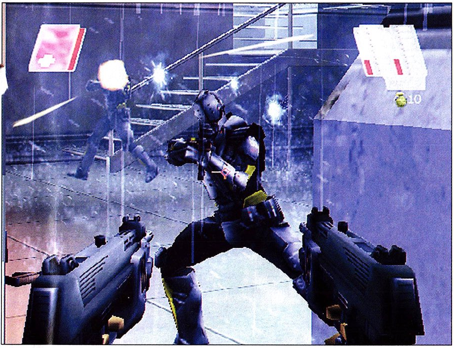
Though the story—and the sheer length of the game—was nothing to sneeze at in the original *Red Faction*, the real standout in the game was the Geo-Mod technology. This engine allowed players to dynamically destroy just about everything in the game and even tunnel into solid rock. But other than in a few key points, the Geo-Mod technology was basically a gimmick.

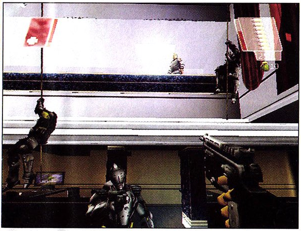
For *Red Faction 2*, **Volition** brings this, ahem, groundbreaking technology into the fore. Not only will more missions require the player to creatively alter the environment, enemies and other non-player characters will do the same. Walk confidently into what appears to be a safe room and you may suddenly find enemy soldiers dropping in through new holes in the ceiling or streaming in through holes in the walls.

The game is being overhauled in nearly every other area, as well. Sharper, quicker, smoother graphics join flashier, more plentiful weapons, while the smarter enemies should supply ample challenge to you and your A.I. teammates.

In addition, *RF2* includes a meatier multiplayer mode, with up to four players competing on a split screen. No, no word about online yet...but hey, you never can tell, right?

On top of that, you can expect a story every bit as robust as the original when **THQ** releases the game this **winter**.





One For Mr. Woo

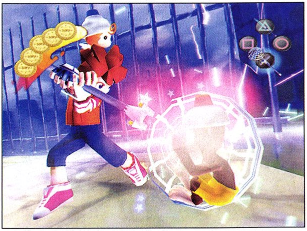
Last month we mentioned that you'll now be able to double-fist smaller weapons like pistols and uzis (above). But it gets even better: When we played the game at E3, we discovered that each weapon is actually controlled separately! This means you can sit there and blast away with one gun while you reload the other, which can prove crucial in a heated firefight. Not to mention the fact that the independent controls feel much more real and, well, pretty satisfying, to be honest.

APE ESCAPE 2

More Dual Shock fun

As with the original *Ape Escape*, the goal in part 2 is simply to collect monkeys! This time around, though, you get a baby-primate companion on your shoulders that offers tips and humorous comments as you play. The gameplay remains very similar to the original, with the left analog used for movement and the right for controlling your tools for catching the monkeys. In fact, not much seems to have really changed since the original game, though a bunch of new tools can be found this time around. The major upgrade seems to have come in the form of a complete graphical overhaul, demonstrated in these screens.

Even though *Ape Escape 2* is currently out in Japan, SCEA has yet to announce a U.S. release. Let's hope they do soon, though, as this seems to be shaping up as a solid sequel.



SLY

4:20 a.m. Paris, France. A shadowy figure stalks the rooftops of the city of love, moving with practiced stealth high above shuttered cafes and silent apartments. The claustrophobic streets of Paris make a dense gray backdrop in the early-morning half-light. It's a different world up here, a broken world of smoking chimneys and TV antennas—quiet, secluded, private.

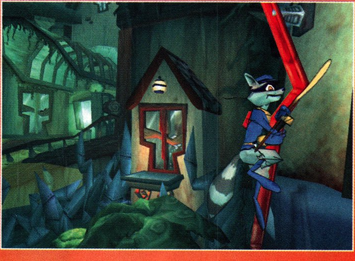
For a moment our hero is silhouetted by the moon as he leaps clear across an alley. His shadow is characterized by a nasty-looking, hooked staff gripped in his right hand. With his fierce profile and glaring eyes, for a moment he looks almost menacing. Then he moves into the light. And he's a raccoon. In knee-length britches and a jaunty blue hat.

And he's smiling.

COOPER

AND THE THIEVIUS RACCOONUS

By Joe Rybicki



THE STORY SO FAR

So just what the heck is a Thievius Raccoonus? No, it's not some disease; it's a book. About thieves. Raccoon thieves. You know, why don't we just let Sucker Punch explain it themselves?

"Sly is a raccoon thief," they tell us. "He comes from a long line of raccoon thieves. They're the greatest thieves ever. In fact, they're so great that they don't bother stealing from regular people, because it's too easy and boring. Instead, they only steal from other criminals. The reason they're so great is that they've kept all their thieving secrets in a book, the *Thievius Raccoonus*. Everything they learned about sneaking and stealing was documented in the book.

"On Sly's 8th birthday, he was going to inherit the *Thievius Raccoonus*. On that very night, five super villains broke into his house and defeated his father. They took the *Thievius Raccoonus* and ripped it apart, taking the five pieces to the ends of the earth for their own nefarious ends.

"Broke and alone, Sly grew up in the town orphanage, where he met Bentley and Murray. Now, 10 years later, Sly—with the help of his pals—is going to sneak into the lairs of the five super villains and recover his birthright."

Sly Cooper is an unusual character. Part Solid Snake, part O.G. Readmore (before your time? Check out the sidebar below), he's a master thief who sports a cravat and jazz hands. He's a little bit Gotham City, a little bit Broadway, and a whole lot of Pink Panther. He's got the skills of James Bond and the fashion sense of Austin Powers. It's an odd dichotomy, but it works.

And the reason it works might be that the game that stars this master raccoon thief is equally two-sided—and that's a compliment. *Sly Cooper and the Thievius Raccoonus* has the accessibility and variety of a *Mario* or a *Crash*, but sports enough depth to keep platformer veterans interested. Brian Fleming, co-founder of developer Sucker Punch and producer of *Sly*, says this has been the intention all along. "We've always felt we could build a game that kids would enjoy that would be cool enough and deep enough for hardcore gamers and adults," he says. And from what we've seen so far, Sucker Punch is well on their way to achieving this rare goal.

PRETTY LARCENY

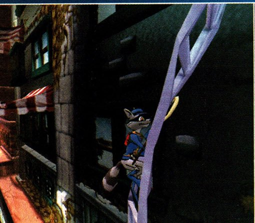
The first thing that's likely to draw in platform newcomers is the beautiful art style. Never before has a video game looked so much like a hand-painted animated film. And we're not talking Warner Bros., here—it's more of a Disney caliber, especially with regard to the environments. But though it may look like a cartoon, don't make the mistake of calling *Sly* cel-shaded. "I think a lot of people are going to call the game cel-shaded," says Fleming, "and probably the black outline around Sly is what they mean by that. But the games I'd consider cel-shaded are *Jet Grind Radio* or *Cel Damage*, with their hard shadow lines on the characters or vehicles. Our game textures and renderer were designed to give a look like the background paintings of an animated film—so I'd describe our look as more animated or illustrated, as opposed to cel-shaded. We prefer to call it 'toon-shading.'" And when you think of "toon" here, think of the rounded, three-dimensional characters in *Roger Rabbit* and its like.

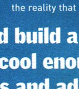
"We've always felt we could build a game that kids would enjoy that would be cool enough and deep enough for hardcore gamers and adults."

The result of this animation-inspired style is an environment that's suffused with detail without appearing too busy or overly dense. The blend of the stylistic with the organic brings to mind *Jak and Daxter*, but *Sly* is significantly more fanciful. Paris, for example, features a squat, slightly askew Eiffel Tower set against the backdrop of an impossibly huge moon. And yet, with its fire escapes and ventilation systems, the city feels realistic in spite of the whimsical representation.

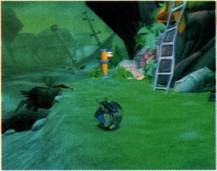
Much of the game is set in environments which are based on real-world locations, which makes for a nice departure from the platform formula. "There's a lot of work put into grounding the game in a stylized version of the reality that people are familiar with," says game designer Rob McDaniel. "That's why a location like Paris was chosen. It helps players to identify with the world the characters live in. It's less foreign than creating everything from scratch. The real-world locations in the game are more the idea of a particular place, the iconic. There is more of an immediate understanding where the player is so we can focus on all the cool thiefy things you are able to do there."

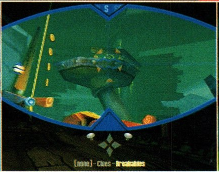
The character animation is equally exceptional: It's fluid, natural, and yet still exaggerated in a uniquely cartoony way. One of the first things you'll notice is Sly's flowing tail: It twitches and waves as though it has a mind of its own. And in a manner of speaking, it does. Apparently, Sucker Punch made a series of attempts to

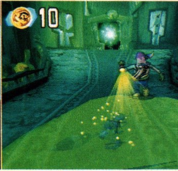




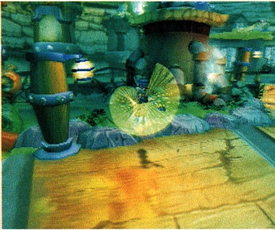
Cap'n O.G. Readmore prompted kids of the late '70s (e.g., us) to read—on a Saturday-morning cartoon. He was a cat, not a raccoon, but you can't deny the resemblance.



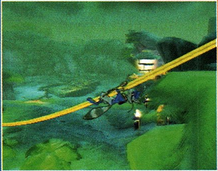


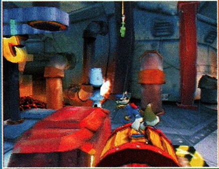


MOVES & MODES



This dive attack power-up turns Sly into a veritable torpedo, allowing him to mow down baddies with ease.





This wheeled contraption actually shows off two of Sly's skills. He can run on the wheel, powering a conveyor belt which carries a string of hooks, then snag a hook to be carried across a lava field safely.

THE SKILLS

Sly enters his adventure with an impressive array of crafty moves already in his repertoire. His hooked "thief tool" is the key to many of these moves. He can use it to snag ropes and pipes that are suspended horizontally (left, top) or vertically, allowing him to shimmy along high above the ground.

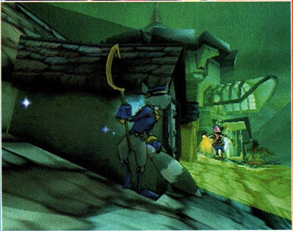
He can also use the tool to grab rings (left, bottom) or hooks. The rings are generally stationary; he hooks onto the ring and then can swing himself back and forth to leap to a distant location. The hooks tend to move; one will lower him several stories downward, another might take him across a dangerous portion of a level.

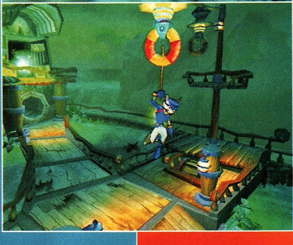
Furthermore, there are occasionally wheeled devices (left, top center) that Sly can use to power simple machinery. Essentially, he runs in place on top of the wheel while the machine does its work. This can run conveyor belts, move platforms, or perform other, as-yet unseen tasks.

Most interesting is his ability to press himself up against certain surfaces to hide (left, bottom center), Snake-style. This will help him avoid detection until danger is past. But be careful—the enemies may not be brilliant, but they're smart enough to chase Sly down if they catch a glimpse of him.

THE POWER-UPS

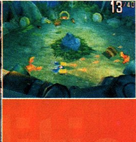
But wait, that's not all: Sly also can earn new abilities stashed away in vaults hidden in most levels. In addition to new attacks like the dive (above) and the dive jump, he'll learn how to roll up into a ball to travel quicker (top left), make himself invisible (top right), jump in slow motion, and move with increased speed. Furthermore, he can pick up blueprints for the current world, enhancing his "Binoc-U-Com" (top center) viewer with overlays indicating the location of clues and breakable items.

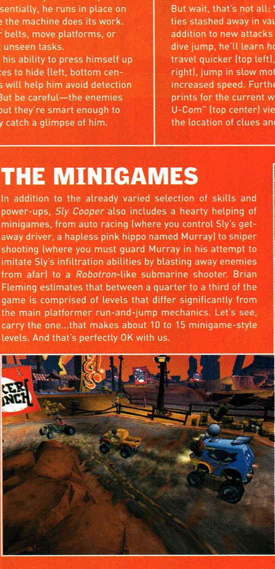




THE MINIGAMES

In addition to the already varied selection of skills and power-ups, *Sly Cooper* also includes a hearty helping of minigames, from auto racing (where you control Sly's getaway driver, a hapless pink hippo named Murray) to sniper shooting (where you must guard Murray in his attempt to imitate Sly's infiltration abilities by blasting away enemies from afar) to a *Robotron*-like submarine shooter. Brian Fleming estimates that between a quarter to a third of the game is comprised of levels that differ significantly from the main platformer run-and-jump mechanics. Let's see, carry the one...that makes about 10 to 15 minigame-style levels. And that's perfectly OK with us.



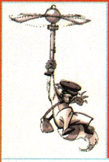


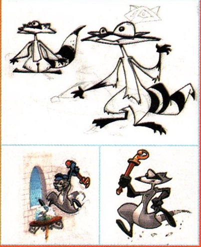
There will be a few of these race levels spread throughout the game. They're sort of half kart-style, half RC-style contests where you pilot a turbo-charged version of the getaway van.

DODGING A BULLET

We kid about Sly's dandy fashion sense, but it could have been worse. Check out some of this rejected character art from the early planning stages of the game.

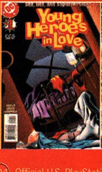
Oh, and here's a bit of trivia for you while we're on the subject: Sly was originally known as "J.T."—for "jewel thief." But the discovery of a brand of Japanese cigarettes called JT (Japan Tobacco) put the kibosh on that idea. Sly Cooper may be a thief, but he's all about clean livin'!





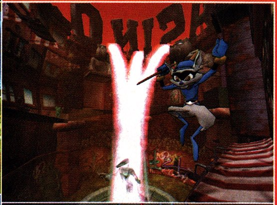
IMPRESSIVE PEDIGREE

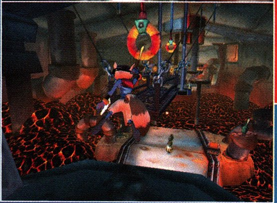
Wonder where *Sly Cooper* gets its graphical style? Perhaps it's because Dev Madan, creative director for the game, has an eye-popping résumé from his stint in the world of comic books. Most noteworthy is his tenure at DC Comics, where he worked on *Judge Dredd*, *Batman Adventures*, and *Adventures of Batman and Robin*, among others; he also co-created *Young Heroes in Love* and is planning to jump into *Justice League Adventures*—once *Sly* is finished, of course. In addition, he did work for Marvel, Marvel U.K., Image and Dark Horse comics.



Justice League Adventures
They're here!!

Levels based on real-world locations help players connect with the story better. Plus, they just look damn cool.





animate the tail by hand, but had a hard time arriving at results they were happy with. So they tried a different tack: "We ended up writing code to give Sly's tail physics of its own so that we didn't have to animate the whole thing," says creative director Dev Madan. "So what we actually animate is just the one joint of the tail that attaches to his body. We twitch that around, and the rest of the tail follows in a very natural way."

MOVES TO MATCH THE LOOKS

But of course, looks only go so far toward making a great game. And even the best-looking game is doomed to failure if its gameplay is seriously flawed. So Sucker Punch has focused on delivering a classic pick-up-and-play experience every bit as diligently as they've worked on the unique look. The game starts with a very simple control scheme: move, jump, attack, action. That covers the basics of getting around, until the game begins to teach you more advanced abilities.

Many of these abilities center around Sly's "thief tool." This hooked staff is used primarily for attacks, but also can be used as an extension of Sly's arm, reaching out to grab ropes, pipes or ladders for climbing. The most advanced (and easily the most entertaining) use of the tool is as a grapple of sorts: Sly can jump into the air, grab onto a ring or hook, and use that to launch himself greater distances. Some of our favorite sections from the levels we've played so far employ this device; one features a string of three our four rings that Sly must swing and hook to in quick succession; others feature hooks that move with Sly attached to them.

In addition to these "innate" moves, the game also awards diligent players with extra power-ups that provide additional attacks, clues and other new gameplay mechanics. (Check out the sidebars on page 103 for more info on these.) These optional goals provide depth beyond the standard platformer fare, and deliver their challenges in a unique and sensible way. Most of the 40-plus levels are littered with "clues" stashed in green bottles. Collect all the clues and Sly's cohort Bentley—a brainiac turtle who sounds like a cross between Milhouse Van Houten, Professor Frink and Will Farell doing Harry Caray—delivers a code which unlocks a safe hidden somewhere on the level. Find the safe, enter the code, and you get your goodies.

But don't expect it to be easy. As the levels progress, finding both the clues and the vault gets more and more challenging; collecting the bottles in some levels will tax the abilities of even the most coordinated platformer guru.

> **"Early in the design we looked at a lot of stealthy games and decided that we were not so interested in their pacing. For a lot of games, stealth equals slow."**

LIVE BY STEALTH...

But what's probably the most innovative feature of *Sly Cooper*—innovative for a platform game, at least—is the use of stealth. Now, we're not talking *Metal Gear Solid* here, but *Sly* does have its share of sneaking. Most levels include some sort of spotlight or laser-tripwire element which Sly must dodge to avoid detection. If he does trip the alarm, both spotlights and lasers become deadly. (Don't worry *too* much about that, though. While not nearly as generous as *Jak and Daxter*, *Sly Cooper* is similar in that it has a fairly forgiving life system, and a save system which keeps track of all the important collectibles from every checkpoint.)

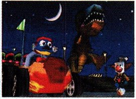
Further elaborations on the "thiefy" (a word that Sucker Punch likes *a lot*) theme include designated areas in which Sly can press himself against a wall, Solid Snake-style, in order to avoid detection or sidle along narrow edges. He also has the ability to sneak up behind enemies and knock them out before they know what hit 'em. And you've probably already seen screens of the level in which Sly takes refuge in an empty barrel to escape the notice of roving enemies.

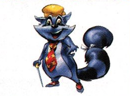
But Sucker Punch wasn't trying to make an entirely stealth-based game. "Early in the design we looked at a lot of stealthy games," says McDaniel, "and decided that we were not so interested in their pacing. For a lot of games, stealth equals slow. But we wanted thiefy [*See? —Ed.*] action! So there was a lot of work on figuring out what was thiefy and fast." The result, based on what we've seen so far, is still very much a platform game—but it's a platform game in which the main character is actually a *character*, not just a collection of abilities. In giving Sly a real (albeit simplistic) back story and a concrete, personal goal, the game offers some explanation for his skills and some motivation for his exploits, which in itself offers more depth than the standard platformer.

EVERY SAGA HAS A BEGINNING

Wondering who these Sucker Punch upstarts are? Thinking they just came out of nowhere? Well, not quite. They did release one other game—*Rocket: Robot on Wheels* for the Nintendo 64, a 3D platformer set in an amusement park. Published by Ubi Soft, it received fairly solid reviews but was largely overlooked in the holiday shopping season of 1999, when it was forced to vie with *Donkey Kong 64* for platform fans' attention. (An interesting side-note: *Rocket*'s main villain was a criminal raccoon!)

And if you're wondering where they got that silly name, wonder no more. "Long ago," says Brian Fleming, "one of the founders here had tried to get his project at Microsoft code-named 'Sucker Punch.' It was rejected by some corporate types as not 'professional' enough. When he told us that story, it cemented the idea to name our company Sucker Punch. What's the point of being in the video games business if you can't have a fun company name?"

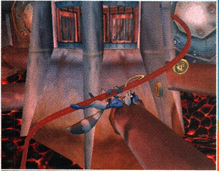




TO CATCH A THIEF

But what about Sly himself? That hat, that cravat, that wide-eyed smile—those pants—isn't he a little, well, fancy for an action hero? If so, Sucker Punch doesn't seem to mind. "One of the things that we try to do with our characters," says Madan, "is to make them look different and expressive, and to make sure that their personality comes through. They should be simple in their visual design, and probably most importantly, fun. Will it appeal to everybody? You never know until after it's out there and people see it; so I don't think it's something you can plan for—I think you hope that it's something people just react positively to and relate with somehow."

Fancy or not, no one can dispute the draw of simple controls combined with satisfying depth, of visual excellence combined with variety of play, of classic gameplay in a unique style. Coming into a world that has seen technological marvels like *Jak and Daxter* and sales juggernauts like *Crash Bandicoot*, *Sly Cooper* may find itself with something to prove. But if what we've seen is any guide, it won't take long for *Sly* to steal the hearts of newcomers and platform pros alike. Is it the Next Big Thing? To be honest, Sucker Punch doesn't seem to care much. "Character action games seem to have been undergoing an evolution," says McDaniel, "rather than any kind of revolution. Games have come out that make some innovations, but it's harder to make the next great leap like *Mario 64* or *Crash* were able to do. The next big step is not as obvious as the transition from 2D to 3D. Amazing games like *Jak and Daxter* make it harder to make games, period. Visual density, animation, gameplay—they raise the bar for what people expect when they buy and play games. They also help us raise the bar for what to expect from ourselves."



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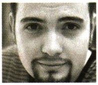
THE **FINAL SCORE**

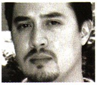
●●●●●

We rate games on a five-point scale. So, .5 is terrible, 2.5 is mediocre and 5 is superb. Get it?

Meet the critics



JOHN DAVISON
John got so frustrated playing *Stuntman* that he hurt his foot during a somewhat explosive temper tantrum. We don't hear him shout often.



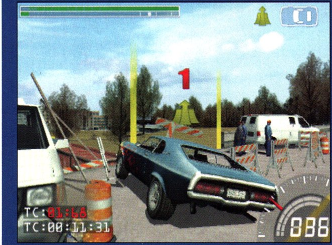
GARY STEINMAN
Gary discovered at E3 that he can fully sustain himself on a diet of coffee, vodka, water and RPGs. Ah, the four major food groups. Delicious!

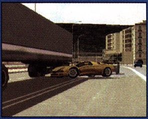
JOE RYBICKI
Joe's illusions were shattered after running into the Penny Arcade guys at E3 and discovering they look nothing like their characters.

CHRIS BAKER
Just after E3, Chris' viewing of the Universal Studios show "Spider-Man Rocks!" made him realize anything with "Rocks" in the title...doesn't.

TODD ZUNIGA
World Cup footie and a persistent E3 hangover haven't kept Todd from spending every free moment with *NFL 2K3* and *Madden.*

SAM KENNEDY
Sam's been trying to figure out how to explain those E3 babe pictures to his girlfriend. His solution? John *forced* him to take them.





STUNTMAN

One of the hardest games ever devised

Publisher Infogrames/Atari
Developer Reflections
Web Site www.atari.com

My foot really frickin' hurts right now. Why? Because this game prompted me to behave in a way that I haven't since I was about 12 years old. It made me so angry that I got physically agitated. Sure, there are often games that make me scream and yell, but few have ever made me really want to punch the crap out of something. *Stuntman* did, though.

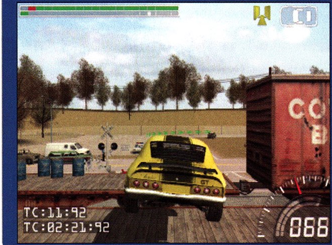
Irrespective of anything else, it has to be said that the premise of *Stuntman* is a damn fine one. In these days of annually updated sequels and "me-too" drivel, especially in the market for driving games, *Stuntman* is a shining example of a very good idea. If you're not familiar with it, here's a very quick recap: You're a stuntman (duh) working on a series of movies for cash. You work your way through a variety of different scenes that are integral to the action in a variety of film genres. It's all presented with considerable panache. There are some other fun modes outside of the basic "career"—especially the completely crazy stunt arena—but these are more distractions than anything else. The real meat of the game is the career, and you need to complete all of the movies to earn the cool stuff in the other modes.

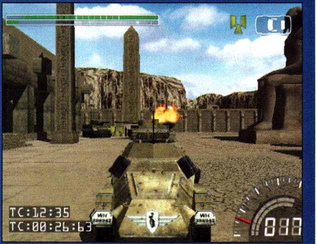
Things start easily enough. You're working on a Guy Richie-style flick set in London that requires some deft driving and occasional fancy-pants maneuvers. The graphics are gorgeous, and despite suffering from some occasional glitches, really push what the PS2 can do. Likewise, the control of the car is wonderful. Given that this was developed by the guys behind *Driver,* it's no surprise that the handling is so great.

> **"The problem is that the game itself is so utterly unforgiving."**

Once you complete a few "scenes" though, the problems start to emerge. Just as movies have become more and more ambitious with the stunts they show over the years, *Stuntman* reflects this by presenting some staggeringly difficult tasks for you. Often, sequences of events require razor-sharp wits, split-second reactions and pinpoint accuracy. You'd expect a learning curve in a game, and it's admirable that the challenges try to mimic those from numerous styles of film—but the problem is that the game itself is so utterly unforgiving.

When you first attempt a sequence of stunts, you really don't have much of an idea of what's in store. The cameras start rolling, and all you have to go on are some on-screen icons showing





you where challenges are and the instructions from the director being barked in your ear. Mess up once, and chances are he'll call "cut" and you have to start again. Not unexpected...but starting again results in a 10-second wait while you stare at the loading screen before waiting to be told to start things moving again. Mess up a bunch of times (which you will...because the direction can be somewhat vague at times), and **you'll find yourself staring at that damn loading screen for what seems like a lot longer than you're actually playing the game itself**.

Because everything is choreographed for the movies, and each of these convoluted sequences is all, shockingly, done in one take, the result is that you're also very much against the clock.

Consider the challenges that you have to face. Here's a quick run-through of one of the first particularly difficult stunt sequences you have to perform, one that is clearly influenced by the Burt Reynolds flick *Hooper* (I'm showing my age by knowing that one!). OK, here goes. Now remember, when you first play through this, you're not at all prepared for what's coming....

Drive along a dirt road, break through a fence, then leap over a house, clipping the chimney on your way over. Accelerate toward the train tracks where you have to jump between two trains that are passing in opposite directions. Land on the other side, smash through a burning building. Leap back over the tracks and through the open doors of a train carriage. Drive through some trees, back across the tracks, then through a town, while things are exploding. Skid your way through traffic, through a fence, then jump over a swimming pool and around another, smash through a fence, weave between some more traffic then hurtle through a gas station as it explodes. Accelerate through a gap that's barely wider than your car, then along a road as two industrial smokestacks are collapsing. Time it so that they don't hit you. Once past these, jump a river, smash through a billboard, and leap a broken bridge with the aid of a well-timed nitro boost.

Mess up any small part of this, and you're pretty much doomed to restarting the mission from the very beginning. It's as much a game of memory as it is of driving skill, and it made me so mad, I just wanted to break things. I lost count of the number of times I did everything perfectly, only to see one of those damn smokestacks land on top of me.

Shockingly, later levels, especially the very last in the game, make this look like a walk in the park. **If you're prone to veins popping in your forehead when you get mad, you'd probably best stay away from this game.**

Essentially, I think the problem is that the game just asks way too much of you, and the result stops being fun. True, there is a sense of colossal achievement that results from completing a shoot...but I really don't think it should be such a painful experience to get there. Hard is good—but in this case it adversely affects the overall experience.

"It's as much a game of memory as it is of driving skill..."

Final Score ●●●

John Davison

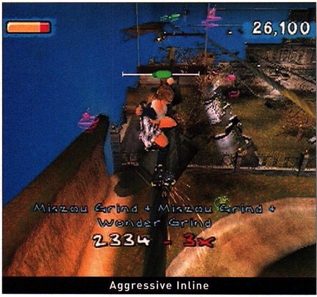
TEEN

Players: 1
Memory Card: 700KB

Aggressive Inline

1,961,955
100

Aggressive Inline



Aggressive Inline

Aggressive Inline

Publisher Acclaim
Developer Z-Axis
Web Site www.acclaim.com

Who cares about inline skating? Me, now that I've played *Aggressive Inline*. Look, I know lots of skateboarding snobs will laugh this off without playing it. But those closed-minded dopes are the same set that think bashing the family jewels over a stairway rail is a source of pride. For the rest of the X-gamers (even the worshippers of the *Tony Hawk* series—a cult I'm a member of), don't use the out-of-fashion excuse to look past this game. Inline skating might just make a monster comeback because of it.

There's much to like here. First, **the levels are massively, monstrously gargantuan**. But they're controlled, showing off that Z-Axis learned from their mistakes on *Mirra 2*. Within each level is a lengthy list of to-dos, which you can keep track of by pressing Select. So you're never far away from what to do next. And if you exhaust your mission list, you can chat with pedestrians for new challenges.

The biggest innovation however, isn't blabbing with bystanders or easily accessing goals. Those are middling improvements. It's how you grow your skills. Instead of finding icons spread around the various levels to improve your grinding, spinning, speed and jumping, *Inline* uses a "practice makes perfect" model. You'll score a small number of points for every successful grind. When those points add up to 10,000, you jump a level. Once you get used to it, you have to wonder why the other X-games didn't think of this sooner. It seems obvious and **gives you a reason to explore without the burden of having to accomplish challenges. Brilliant.**

Better yet, growing your attributes won't get tedious because there are countless tricks, a great grinding system and spot-on animations. Plus, you're not set up with special tricks off the bat. You have to find them hidden within each level.

There are glitches, but they're minimal. Though you'll sometimes be standing on air. Which is weird.

Still, when you add it all up, **not many games give you this much depth for $50**. This one does. And curse me if you want, but *Inline* might just be better than *Hawk 3*.

Final Score ●●●●◐

Todd Zuniga

TEEN

Players: 1-2
Memory Card: 485 KB

Endgame

Publisher Empire Interactive
Developer Cunning Developments
Web Site empireinteractive.com

I really love a good shooter, and I was really looking forward to this one. I mean, it's a blatant ripoff of the *Time Crisis* games—all of which have been pretty cool—so, what's not to love about that? Well, a lot, apparently.

Endgame mirrors the *Time Crisis* gameplay formula pretty well, so it at least plays halfway decently, but what it lacks is the excitement of the Namco titles. You're **constantly shooting the same enemies over and over in rather dull environments**, only to come upon completely lackluster bosses. And it's all strung together with a lame story presented with even lamer CG movie sequences.

You're also only given one life to complete the game, meaning that if you don't quite make it to the end, you're starting all the way back at the beginning. Come on....

It's not all bad, though—there are a few moments where the game does shine. And there are a good amount of extras (such as a futuristic minigame where you shoot aliens). You can even play with two Guncons if you've got 'em, or use the Dual Shock if you're Guncon-less (which kind of defeats the purpose of the game).

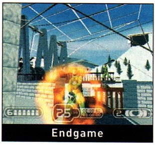
There's definitely enough here to make it **worthy of a rental, but nothing more**. Just play through *Time Crisis 2* again if you're really craving some shooter action.

Final Score ●●

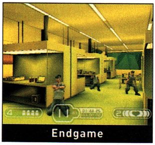
Sam Kennedy

TEEN

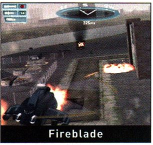
Players: 1
Memory Card: 46 KB



Endgame



Endgame



Fireblade

Fireblade

Fireblade

Publisher Midway
Developer Kuju Entertainment
Web Site www.midway.com

It's clear that the old TV shows *Airwolf* and *Blue Thunder* were something of an influence here. Those of you who remember these shows will no doubt chuckle when the Fireblade chopper kicks into "stealth mode" or, more amusingly, hurtles forth with the aid of a turbo boost. It's oddly nostalgic stuff, but certainly not enough to carry the game—which is otherwise **an unremarkable mission-based shooter**.

Graphically the game is pretty funky, especially in the areas where you're flying over water or ice. The framerate is nice, it's packed with cool effects, and there are some groovy little flourishes from time to time.

What really takes it down are the controls. **I desperately tried to come to grips with the crazy setup that the game forces you to endure**, but I just couldn't get comfortable with it. You control the chopper with both analog sticks, but for some crazy reason you can't change which stick does what. You're stuck with the left stick controlling rotation and forward motion and the right stick controlling altitude and horizontal movement. Maybe it's just me, but this arrangement constantly made me lose control of the chopper; everything felt backward. If I could've set things up more like the controls in *Quake* or *Half Life*, I think I would've enjoyed it more.

Final Score ●●◐

John Davison

Players: 1
Memory Card: 83 KB

1/6
920
19.040
LAP 1
WHACK NAC
66 MPH

Freekstyle

Freekstyle

Publisher EA Sports Big
Developer Page 44
Web Site www.ea.com

By now you should all know the drill. In fact, one would be forgiven for thinking that all future EA Sports Big releases could be expressed by the following formula: "It's *SSX*, only with _____ !" In this case, the blank is filled by motocross bikes, so if you can **picture *SSX* with motocross bikes** (or, alternately, picture *Sled Storm* with no snow) you're probably on the right track.

Yes, I'm exaggerating, but not much. The thing is, when you get right down to it, does it really matter that these games are starting to feel so formulaic? Not really. Not as long as they're fun. And *Freekstyle* is certainly that.

It seems like each one of these releases—*SSX Tricky*, *Sled Storm* and now *Freekstyle*—tries for bigger and bigger air, which is a good thing. (I don't care what sport it is, put big air in there and you're definitely headed in the right direction.) The developers also aimed to please with some absolutely ridiculous tricks, and I say bring it on. Combine some insane tricks with some big air, throw in a flaming hoop or two, and you can just go ahead and sign me up.

There's just one problem (well, a collection of similar problems, actually): ***Freekstyle* is cheap. And cheap means frustrating. And big air and flaming hoops will only go so far to combat frustration.**

Picture this scenario: You've raced one course so many times you could do it blindfolded. You do everything right, but just before the end you achieve the "Freek Out" (a super-duper power boost), and then happen to misjudge a jump and wipe out. Not only will the entire pack likely zoom by you (gotta love that automatic catch-up "feature"), but due to an odd foible of the "Freek Out" system, you're likely to be completely bereft of boost as well. Good times, huh?

The game is simply *loaded* with similar cheapness—such as the overabundance of mud, which slows you down *way* too much—making it probably the flat-out hardest of the EA Big racers. So it's good and bad: **more challenge than *Sled Storm*, but more frustration, too**. Personally, although *Freekstyle* caused me to scream in frustration, I still had a blast. And really, that's what counts.

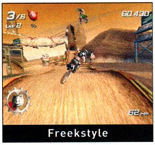
Final Score ●●●●

Joe Rybicki

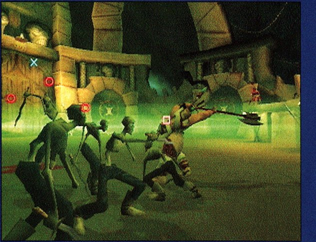
Players: 1-2
Memory Card: 99 KB

1/6
40
860
KISS OF DEATH
54

Freekstyle



Freekstyle



THE MARK OF KRI

An innovative disappointment

Publisher Sony CEA
Developer Sony San Diego
Web Site www.scea.com

I've gotta give the developers of *The Mark of Kri* some credit. They've created a fun game with loads of flair and innovative features. At the same time, though, I feel greatly disappointed by the lack of polish that could have made it a killer title.

What might first attract the curious to *Kri* is its remarkable style—the most standout I've seen since *Devil May Cry*. The Disney-inspired animation provides a remarkable counterbalance to the game's beyond-*Braveheart* brutality, which would happily decapitate all 101 Dalmatians in one fell swoop. We're talking stuff that still makes you yell "holy crap!" well into the game, with 30-plus such death sequences included. Dismemberment. Impalings. Axes to the head. **If Disney ever wants to create an R-rated, animated *Conan the Barbarian*, they've got a nice template in *Kri*.**

Still, as much as I enjoy the style of the game, the actual graphics presented are a mixed bag—sometimes beautiful, sometimes OK...but usually just kind of plain. And what's with those inexcusably compressed and grainy cutscenes? They look like video from a PS2 game on one of our old PSone demo discs. Thankfully, the other, more artistic scenes (character sketches obviously inspired by promotions for 1999's *Tarzan*), move the simple story along admirably.

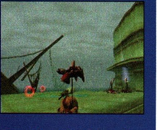
Even more noteworthy, though, is *Kri*'s most innovative feature: **a battle system you'll surely see emulated by many a hack-n'-slash game to come**. In *Kri*'s *Dynasty Warriors*-like fight sequences, you can target the foes who surround you, assigning a button to each. Press X, and you'll attack in the direction of the guy with the X over his head—same with Square and Circle. It adds a little something extra to standard hack-n'-slash.

The sad thing is, you really don't need to use it that often. Of *Kri*'s six humongous stages, only two involve a whole lot of fighting. The middle four are slow-paced, stealth-based missions, where you can usually put an arrow through someone's throat from

BIRD'S-EYE VIEW

In addition to *Kri*'s battle system, don't be surprised to see forms of its clever alternative to radar in future games. When our hero Rau sees a good place for his bird Kuzo to perch, his fine feathered friend can scope out the enemies ahead, along with what weapons they hold. It's an essential stealth tool.

afar or sneak up from behind to bash his head into a wall. Even when I did take on enemies, I usually found it easiest to go in weaponless against them and counter their offensive, killing them immediately in a gruesome animation (one that, though cool, often lasts long enough for others to get a free hit or two in as you stand motionless, waiting for the sequence to end).



And when stealth just isn't an option, as in the game's final level, things get overly repetitive—and *way* too hard. Of the 10 hours I played the game, at least four were spent facing drove after drove of enemies in the last stage—which I *never* beat!

The game's A.I. is an absolute joke, as well. Kill a dude with an arrow and the guy standing right next to him often won't even feel alarmed. Or, coax an enemy into chasing you and he'll either a.) find a column he'd rather run straight into or b.) continue to charge at an invisible wall as you stand motionless 20 yards away, arrow cocked and ready to fire. Shoddy controls, a frustrating save system and a few more little things only lessen the experience.

Through it all, though, I still had a good time with *Kri.* Though flawed, it's still a fun game whose innovation will be remembered for a long time. It's just not *great.*

Final Score ●●●

Chris Baker

Players: 1
Memory Card: 700 KB

Legion

Legion

Legion: The Legend of Excalibur

Publisher Midway
Developer 7 Studios
Web Site www.midway.com

In the interests of full disclosure, we have to mention up front here that our columnist Ryan Lockhart was a designer on this game. That doesn't mean we're going to give it an easy ride, though.

Those of you who play games on the PC as well as on your PS2 will probably feel more at home with *Legion* than the hordes of "traditional" console RPG fans. Yes, *Legion* is a role-playing game of sorts, **but it comes more from the *Baldur's Gate: Dark Alliance* school than it does the *Final Fantasy* school.** The emphasis is on combat and on achieving specific missions as you work through the narrative.

The story is based on the legend of King Arthur, and despite its taking some liberties with the specifics, if you've ever watched the movie *Excalibur*, you'll have a rough idea of what's likely to come up from time to time. All the expected characters are present—and more importantly, as you progress through the story, these "heroes" join your party, allowing you to control them in a loose party-based context. Different characters have different skills, and you, as Arthur, can order them to act specific ways in battle. It's only a simple system, but as you work your way through, you'll feel a terrific sense of progress as new characters become available.

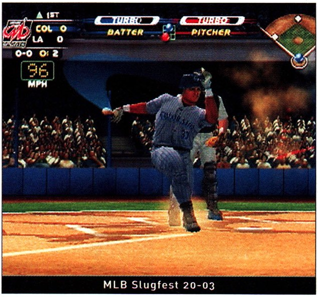
Unfortunately, the game fails in two key areas. First, the pacing seems to be completely out of whack. Missions bounce from being overly long and difficult to short and simple with no apparent logic. Second, and more importantly, the save system employed only allows you to save your progress between quests, and when these are the long and tough ones, it can be inordinately frustrating to have to go back through a number of individual tasks just to get back to the point where you died. **It makes you wonder why such an obvious fun-killer could have gotten through when so much about the game is so promising.** The score would easily have been much higher if it weren't for these two major problems. It's a crying shame, since *Legion* could have been a really great game.

Final Score ●●●

John Davison

Players: 1
Memory Card: 86KB

Legion



MLB Slugfest 20-03

MLB Slugfest 20-03

MLB Slugfest 20-03

MLB Slugfest 20-03

Publisher Midway
Developer Midway
Web Site www.midway.com

Slugfest is to baseball in the '00s what *Major League* was to cinema in the '90s: a surprisingly vibrant baseball spoof.

Following Midway's *Blitz*-blazed trail, *Slugfest* is arcade hardball that doesn't excuse itself with bad gameplay (*Triple Play* ring a bell?). Your pitcher can rocket the ball 118 mph and follow up with a dizzying 58 mph change-up. Realistic? Nope. But it makes for **a nail-bitingly dramatic pitcher/batter interface**—something everyone's been dying to capture since NES' *Baseball Stars.* By varying pitches and location, you'll make batters look stupid. That's if you don't toss a lame-duck knuckler over the heart of the plate.

All this pitcher/batter stuff might sound complicated, but it's not. Unless you want it to be. Anyone could pick this up and enjoy it (the beanballs alone will hook some non-sports gamers), but even hardcore baseball fans will enjoy taking on their buddies.

If you play for a while, you'll find that there's as much strategy in this as is in the sim-heavy *High Heat.* You're equipped with a Turbo bar that has many, many uses. On offense, it'll power up your swing, speed up your runners, and give you a more ham-handed punch when trying to annihilate the catcher. On defense, Turbo allows for super-fast throws from fielders, extra pitches (the fastball will be really fast and the screwball will really screw) and faster foot speed for fielders. If you use Turbo effectively, it'll win games. If squandered, it'll cost you big-time.

Plus there are laughs. Lots of 'em. The announcers are attentive and occasionally blurt out quips that will have you looking around to see if anyone else heard it. Then there are the players who catch balls behind-the-back and with such nonchalance that Barry Bonds would be proud.

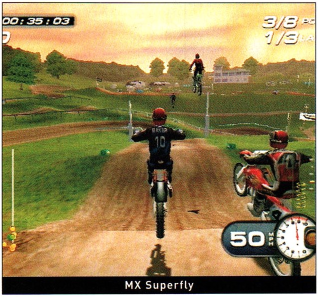
One concern is staying power. It's as good of a two-person game as any sports game out there (or more if you set up a tournament). But **the single-player game might bore the hardcore players.**

Ultimately, this appeals to both the fat kid in right field and the talented shortstop-types. Try it.

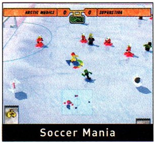
Final Score ●●●●

Todd Zuniga

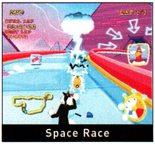
Players: 1-2
Memory Card: 148 KB



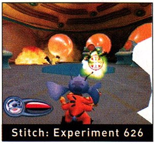
MX Superfly



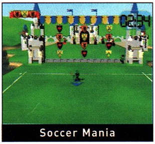
Soccer Mania



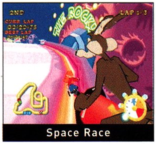
Space Race



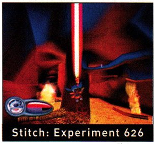
Stitch: Experiment 626



Soccer Mania



Space Race



Stitch: Experiment 626

MX Superfly Featuring Ricky Carmichael

Publisher THQ
Developer PCP&L
Web Site www.thq.com

You might notice the conspicuous absence of a year in the title of THQ's latest motocross game. We're told there are two reasons for this: 1.) The company doesn't see the need to release an MX game *every* year now, and 2.) the word *Superfly* denotes the new version's emphasis on aerial showmanship. So, how well does this new attention to *Tony Hawk*-ifying things work? Well, let's just say it's a good thing we can still race.

In *MX 2002*, when the stunt competitions had a lesser presence, they worked well in the role of adding variety to the single Career mode. They were infrequent, but it was nice to break from race after race for a little something different. **Now that an entire mode devotes itself to such contests, though, you can't help but feel that it's all a bit forced.**

MX Superfly

MX Superfly

Part of making *Superfly* a bigger stunt game lies in a greater variety of minigames than before, a total of 11. Oddly enough, some don't even involve much trick performing. Moto-Golf, for example, takes place on a golf course where you have to make it from hole to hole in a very *Smuggler's Run* fashion. Games like Stranded! and Pizza Delivery, meanwhile, totally ape *Crazy Taxi*—only without things like traffic to liven things up. And Horse is a good idea (sort of a motocross version of the classic playground basketball game), but it only brings attention to how difficult actually performing certain tricks can be. And is **it just me, or do the stunt courses look phenomenally less attractive than the racing ones?**

Well, at least racing is an option. All the solid motocross action you remember from last year returns—as do some of the courses. Of the 22 included, several seem lifted straight from *MX 2002*. That's not so much a complaint as an observation, however, since an MX game isn't an MX game without tracks like Glen Helen—and they were rendered so well before. Sure, it's got some questionable physics and a few other minor quibbles, but the **fast action, great graphics, incredible draw distance and undeniable fun** attached make *Superfly*'s racing tough to beat.

Final Score ●●●◖

Chris Baker

Players: 1-2
Memory Card: 109 KB

Soccer Mania

Publisher EA/LEGO
Developer Silicon Dreams
Web Site www.ea.com

Looking to connect with your 4-year-old through games? *Soccer Mania* might just be the first step to having a new gamer in the family. Sure, it sounds goofy to play PS2 footie with LEGOs, but you'll be surprised by how fun it is. **The controls are easy to learn, and the game has a surprising depth.** The real gem for a father-son or mother-daughter duo is the co-op Story mode (it can also be played single-player) which manages to be both contrived and enjoyable.

But even long-time gamers will find surprising joy from this game's Versus mode. There are power-ups littered all over the field that make this seriously (and surprisingly) strategic soccer. When are you going to make the ball into a bomb by pressing Triangle? And if your opponent does it, will you get a shot off before the ball explodes? One of many questions as you dribble through the game's healthy collection of unlockable levels.

Plus, **it's a hoot to build your own LEGO team out of classic figures**. And Skill Zone—a set of minigames—unlocks star LEGO ballers who can play for your club.

The big strike against this one? The graphics. The fields tend to look shoddy and the "grass" surface looks more like a field of rubber cement. Couldn't they have borrowed from *FIFA*?

Final Score ●●●◖

Todd Zuniga

Players: 1-2
Memory Card: 71 KB

Space Race

Publisher Infogrames
Developer Melbourne House
Web Site us.infogrames.com

These days, I hear a lot of complaints about two trends in gaming. "Not another kart racer," whine some gamers. "Not another cel-shaded game," gripe others. And many bemoan both—which means they'll absolutely despise *Space Race*. While I think it's silly to dismiss a game on such grounds, the naysayers' preconceptions are at least half right when it comes to this Looney Tunes title.

When done well, kart racers offer some good ol' mindless fun—just play *Crash Team Racing*, *Speed Punks* or *Muppet Race Mania*. However, straightforward level design as in this former Dreamcast game is **likely to bore you after the first couple races**. Sure, the ACME-style weapons (can't forget the falling anvil!) add a bit of character, but I couldn't help but feel underwhelmed with *Race*'s gameplay.

Its graphics, on the other hand...wow! **Bugs, Daffy and the rest of the usual Looney suspects all look straight out of Saturday-morning TV**, racing through lively environments full of the ambient movement of amusement-park rides, slaving Martians and more. The fluently animated characters sport perhaps the greatest assortment of movements I've seen in a game of this genre.

If nothing else, *Race* proves that cel-shading rocks for some games. If only its gameplay rocked, too.

Final Score ●●◖

Chris Baker

Players: 1-4
Memory Card: 99 KB

Stitch: Experiment 626

Publisher Sony CEA
Developer High Voltage
Web Site www.scea.com

For the most part, movie-based games are predestined to suck, right? It seems that way, and a big reason for that is evident in *Stitch: Experiment 626*. Released simultaneously with Disney's *Lilo & Stitch* in June, this prequel shows the promise for solid action as a platformer/shooter—great potential hampered by **an obviously rushed final product**.

I had a good time playing *Stitch*, all things considered. The huge levels are just easy enough to complete without frustration while just challenging enough to satisfy. The gameplay also diversifies enough so that you're shooting it out through one level, slinging with your grappling gun through the next, then jetpacking through another. Even what little story exists should entertain you, as you go about as the evil genius Jumba's "Experiment 626," collecting DNA strands (and, consequently, movie reels for clips and trailers from the flick) for him.

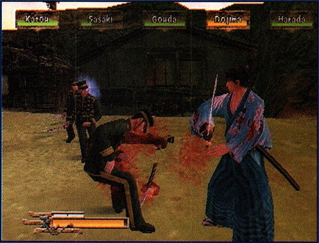
But it doesn't take long for the game's rushed nature to surface. Most obviously, **the visuals *might* pass for first-generation quality, at best**. Second, the game seriously could use a controllable lock-on feature—so that you're not often shooting into the ground just below a foe. Finally, a horrible camera only exacerbates matters.

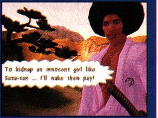
You'll enjoy *Stitch* if you play it. Just don't expect perfection.

Final Score ●●◖

Chris Baker

Players: 1
Memory Card: 47 KB




To kidnap an innocent girl like Suzu-san ... I'll make them pay!

WAY OF THE SAMURAI

A double-edged sword

Publisher Bam!
Developer Acquire
Web Site www.bam4fun.com

Samurai invaded my dreams last night. Whirling, slashing, parrying, hacking—these feudal warlords battled their way through my once-peaceful slumberland, leaving bloody footprints and a trail of shredded bodies in their wake.

Before any of you pick apart my subconscious, lemme explain: I went to bed right after an intense, marathon session playing *Way of the Samurai.* And don't forget, all you Freud wannabes, that sometimes a sword is just a sword.

But **it takes a special kind of swordplay to get into my head like *Samurai* did**. Especially since I'm not usually fond of these types of games—they're just not my thing. But coming from Acquire, the team behind the first two *Tenchu* games, *Samurai* had me intrigued. Despite their flaws, I really loved those PSone ninja sneak-'em-ups.

Aside from the stirring music (once again from composer Noriyuki Asakura) and the rich atmosphere, though, *Samurai* is as different from *Tenchu* as...well, a samurai is from a ninja. In fact, *Samurai* is **one of the more unique games I've played in the past year**. Blending everything from Kurosawa (*Seven Samurai*) to *Memento* to *Bushido Blade* to those classic Choose Your Own Adventure books, with a healthy dose of the absurd thrown in, *Samurai* almost defies categorization. Yet *Samurai* is also deeply flawed, keeping it from rising to the upper ranks of PS2 games.

The setup of *Samurai* is what really stands out. The game is all about choices: Will you be good or bad? Will you draw your sword on any passerby or keep it sheathed and fly from battle? Will you ally with either samurai clan or steer clear of the warring factions? Will you betray your friends or befriend your foes? The game is cluttered with branching paths, along with half a dozen endings and a multitude of rankings (from Samurai Master to Punk—or worse). But **no matter how you finish, you won't have a full grasp on what's going on until you've played it a number of times**—which you're expected to do, since finishing the game can be as quick as an hour or two once you get used to the combat system.

That's right, this is one short game. Granted, your first time at it, you're not likely to beat it. In fact, you'll probably spend a good few hours trying and dying as you come to grips with the obtuse combat system. This is no hack-'n'-slash, folks—this is hardcore samurai action where position, parrying, defense and countermoves are as important as simple offensive thrusts. Sure, some seasoned fighting-game fans will pick it up pretty quickly, but the average player will struggle with the **utterly unintuitive fighting system.**

Still, the combat is as deep as it gets. With just Triangle, Square and a shoulder button to block, *Samurai*'s got a massive, mind-blowing inventory of moves and combos that you can learn and acquire. Plus, almost every sword you find (more than 40 in all) has a different stance and set of moves. Master your swords, and you'll be treated to a sublimely satisfying grace and beauty in motion as you slice through anyone in your way.

Ultimately, though, *Samurai* comes down to one big question: **Will you enjoy playing the same game again? And again? And again?** Because, though potentially different every time, it's still the same basic game with far too many recurring sequences. But if you're the type who lives to unlock everything, who can struggle through a flawed but rewarding combat system, who isn't too troubled by an occasionally unfriendly camera and an annoying save system, who simply yearns for more and more samurai action, then this game is as sharp as it gets. If not, though, then *Samurai* is just a dull butter knife of a game.

Final Score ●●●◐

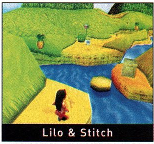
Gary Steinman

Players: 1–2
Memory Card: 124 KB

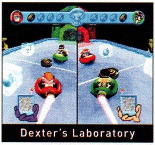
SAMURAI SHOWDOWN

Not only is *Samurai*'s unlockable two-player mode a cool (and fun) bonus, but it's also a great place to practice your swordplay for the "real" game.

Dexter's Laboratory



Lilo & Stitch



Dexter's Laboratory

Lilo & Stitch

Dexter's Laboratory: Mandark's Lab?

Publisher Bam!
Developer Red Lemon Studios
Web Site www.bam4fun.com

I actually beat *Dexter's Lab*. Twice.

No, I'm not bragging. That'd be like boasting about beating up some pudgy punkass kindergarten bully—as a full-grown adult, mind you. I am, after all, an adult gamer, and *Dexter* is, after all, a kiddie game. Plus, I didn't mind beating it twice since it only took me about an hour. (Again, I'm *not* bragging.)

So why did I bother with the second run-through? Because **despite its childish nature, *Dexter's Lab* is lots of fun**. It's basically a collection of eight minigames sprinkled throughout a quick quest—but once you unlock each of the minigames, you can revisit them as single-player challenges (beating them on the "Genius" level is harder than you'd think!) or as two-player games.

In fact, *Dexter* is almost the perfect teaching aid for fledgling gamers, as the eight minigames cover just about all the main categories, from space shooter to kart racing to first-person melee (dodgeball) to *DDR*-style music games. Each one is as derivative as they come, but together they provide enough fun for kids (and maybe some parents too).

Don't get me wrong: **This is a kid game, so don't even bother with it if you're an adult.** But do pick this up for your child, little brother, nephew—or any other young'un on your shopping list.

Final Score ●●●◐

Gary Steinman

Players: 1–2
Memory Card: 1 block

Lilo & Stitch

Publisher Sony CEA
Developer Blitz Games
Web Site www.scea.com

And you thought Crash Bandicoot had abandoned the PSone forever! OK, so maybe he has—but *Lilo & Stitch* makes it hard to believe.

No, you won't find any orange marsupials running amok in this video-game adaptation of the latest Disney flick. You will, however, find **almost identical gameplay**. But you know what? Considering the younger audience this game obviously aims to please (not to mention that the Crash PSone games are classics), that's not a bad thing. Yeah, you've seen a cute character (or in this case, one of two cute characters) run straight up through a tropical environment before, spinning to take out enemies. Yeah, you've experienced those comin'-at-you chase levels where a huge beast pursues you from behind as you run toward the screen. The occasional side-scrolling level thrown in to vary things up should also ring a bell, as will enemies like man-sized Venus fly traps (your typical Hawaiian hazards). But odds are, you probably dug the Crash titles, just as you'll likely enjoy *Lilo*. **It's a great-looking, fun game that only really suffers in its lack of innovation.**

Fans of the movie will love the inclusion of quite a few scenes from the film, plus the hilarious trailers that parody scenes from Disney classics. So you see, it's not *totally* derivative of *Crash*!

Final Score ●●●◐

Chris Baker

Players: 1
Memory Card: 1 block

REPLAY

IN THIS EDITION

Something wonderful has happened to the Replay section: The PS2 and some of its great games have gone on sale. Which means, more than ever, that the Replay section is in full effect. Not just the newest games appear, but the ones that you're buying right now. Well, not *right now*, since you're reading this. But maybe right now.

Besides tips and tricks for the PS2 Greatest Hits games, we've also got another taste of *Spider-Man*, the return of the gazillion-selling *Grand Theft Auto III* and the resplendent *Medal of Honor: Frontline*. Plus, another look at the PS one's instant classic *The Italian Job*.

We won't bore you with any more of the details for this month, but next month we'll feature *Freekstyle*, *Stuntman* and even more *Frontline* tips. Can't wait, can you?

SECRETS **REVEALED**

PS2 Games

2002 FIFA World Cup 121
ATV Offroad Fury 112, 117
GTA3 ....113, 119, 122, 125
Hot Shots Golf 3 118
Medal of Honor: Frontline ...114
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PSone Games

The Italian Job 124

121

114

115

SPECIAL **FEATURE:** PS2 GREATEST HITS

The games are cheap, and the games are great. That's why we're bring you these helpful tips, smart guy.

ATV OFFROAD FURY
What's better than tearing up terrain on an ATV? Winning a race *while* you're tearing up the terrain. We tell you how.

RED FACTION
This is a tough game that will cause you fits. But the payoff is huge. We help you through one of the tough missions.

PS2 Tricks and Review Archive

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc score.
A number ❶ indicates it's rank in the top 10 selling games for each system.

Game	Publisher	Score	Issue
18 Wheeler American Pro Trucker	Acclaim	●●●	52
4x4 EVO	GOD Games	●●●●	44
2002 FIFA World Cup	EA Sports	●●●●	58
Ace Combat 04: Shattered Skies	Namco	●●●●◖	51
The Adventures of Cookie & Cream	Agetec	●●●◖	44
Airblade	Namco	●●●●	53
All-Star Baseball 2002	Acclaim	●●●◖	44
⑨ All-Star Baseball 2003	Acclaim	●●●◖	56

Baseball's always seemed like a pretty fair sport, but that doesn't mean you can't collude with *OPM* to win at the video-game version. These tips will come in handy when you're in need of a big hit at a key moment. Play ball!

Derek Cheater
Once you've bought cheats, you'll want to use them. To do it, press L1 at the Controller Selection screen.

Perfect crime
Looking for a quick way to score mucho points? We've got just the medicine for such a thing. Throwing a perfect game scores you 100 points, but that's a lot of effort. Instead, just switch controllers every time the CPU is at bat. Then strike out on purpose. You'll get points for striking out 27 guys and 100 points for a perfect game. You've got to be pretty disrespectful to the national pastime to use this trick, but it works wonders.

You the man! The cameraman
After you bop a home run, you can hit different buttons on the controller for different camera angles. Pretty sweet.

Game	Publisher	Score	Issue
Aqua Aqua	3DO	●●	42
Arctic Thunder	Midway	●	50
Armored Core 2	Agetec	●●●	39
Armored Core 2: Another Age	Agetec	●●●◖	48
Army Men Air Attack	3DO	●●●◖	44
Army Men: Green Rogue	3DO	●●	45
Army Men RTS	3DO	●●●●	56
Army Men: Sarge's Heroes 2	3DO	●●◖	45
⑤ ATV Offroad Fury	Sony CEA	●●●●	42

This is one of our favorite early PS2 games. As soon as you pick up the controller, it just feels right. While this game is a shell compared to its upcoming sequel, we still found a couple of codes you could put to use.

Get all the ATVs
Go into Pro-Career mode and name yourself "CHACHING" if you want all ATVs. It will then kick you back to the main screen, but now you'll have all the ATVs!

The real need for speed
In the Pro-Career mode name yourself as "ALLQUIK!" and you and the computer racers will be as fast as the "Ravage1000."

Perfect drivers wanted
Enter the Career mode and use "ALLOUTA!" for your name. You'll be shoved to the main menu, but the difficulty will be increased.

Open the door to all levels
Begin a Career mode and enter the name "WHATEXIT." You'll get booted to the main menu, but all the levels will be unlocked.

Game	Publisher	Score	Issue
Baldur's Gate: Dark Alliance	Interplay	●●●●◖	52
Barbarian	Titus	●●	57
Bass Strike Virtual Fishing Tournament	THQ	●◖	51
Batman: Vengeance	Ubi Soft	●●●	51
Blood Omen 2	Eidos	●●●◖	57
Bloody Roar 3	Activision	●●●◖	47
Britney's Dance Beat	THQ	●●●●	58
The Bouncer	Square EA	●●●	42
Burnout	Acclaim	●●●●◖	52
Capcom vs. SNK 2	Capcom	●●●●◖	51
CART Fury	Midway	●	47
Casper: Spirit Dimensions	TDK Mediactive	●●◖	50
City Crisis	Take 2	●●●	48
Cool Boarders 2001	Sony CEA	●●●●	46
Crash Bandicoot: The Wrath of Cortex	Universal	●●●◖	51
Crazy Taxi	Acclaim	●●●●	46
Dark Angel: Vampire Apocalypse	Metro3D	●◖	49
Dark Cloud	Sony CEA	●●●●◖	46
Dark Summit	THQ	●●●◖	52
Dave Mirra Freestyle BMX 2	Acclaim	●●●◖	50
Dead or Alive 2: Hardcore	Tecmo	●●●●◖	39
Deus Ex: The Conspiracy	Eidos	●●●●◖	56
Devil May Cry	Capcom	●●●●●	50
Donald Duck: Goin' Quackers	Ubi Soft	●●●◖	42
Downforce	Titus	●●	57
Dragon Rage	3DO	●◖	54
Drakan: The Ancients' Gates	Sony CEA	●●●●	53
Driven	Bam!	●	52
Driving Emotion Type-S	Square EA	●●◖	41
Dropship	Bam!	●●●●	57
Dynasty Warriors 2	Koei	●●●●	38
Dynasty Warriors 3	Koei	●●●●	52
Ecco the Dolphin: Defender of the Future	Acclaim	●●◖	56
Ephemeral Fantasia	Konami	●◖	49
Escape From Monkey Island	LucasArts	●●●●●	46
ESPN International Track & Field	Konami	●●●	39
ESPN International Winter Sports 2002	Konami	●●●●	54
ESPN MLS ExtraTime	Konami	●●	44
ESPN National Hockey Night	Konami	●◖	45
ESPN NBA 2Night	Konami	●●	42
ESPN NBA 2Night 2002	Konami	●●●	56
ESPN Winter X Games Snowboarding	Konami	●●●	41
ESPN Winter X Games Snowboarding 2002	Konami	●●●	53
ESPN X Games Skateboarding	Konami	●●●●	49
Eternal Ring	Agetec	●●	38
Eve of Extinction	Eidos	●●◖	56
Evergrace	Agetec	●●	39
Evil Twin	Ubi Soft	●●	52
Extermination	Sony CEA	●●◖	48
Extreme G III	Acclaim	●●●●	50
F1 2001	EA Sports	●●●●●	52
F1 Championship	Ubi Soft	●●●●	43
F1 Championship Season 2000	EA Sports	●●◖	41
Fantavision	Sony CEA	●●●●	40
Fatal Frame	Tecmo	●●●●	55
FIFA 2001 Major League Soccer	EA Sports	●●●●◖	39
FIFA 2002	EA Sports	●●●●◖	51
Final Fantasy X	Square EA	●●●●●	53
Forever Kingdom	Agetec	●◖	53
Formula One 2001	Sony CEA	●●◖	50
Frequency	Sony CEA	●●●◖	52
Frogger: The Great Quest	Konami	●◖	53
Fur Fighters: Viggo's Revenge	Acclaim	●●●	46
Gadget Racers	Conspiracy	●●●◖	50
Gallop Racer	Tecmo	●●	48
Gauntlet: Dark Legacy	Midway	●●●◖	46
Giants: Citizen Kabuto	Interplay	●●●◖	51
Gitaroo-Man	Koei	●●●◖	53
Godai: Elemental Force	3DO	●◖	54
Gradius III and IV	Konami	●●◖	39
⑨ Gran Turismo 3: A-spec	SCEA	●●●●●	46

You want the bonus cars. You want all four of them. But you're having trouble getting them? Be troubled no more. Just get two memory cards and enough cash to buy the cars at the resale price. Then get ready to roll.

First, save your progress at the end of the second-to-last race as long as you have enough points to skip the last race. Then, you guessed it, skip the last race. Press X when the black circle is under

Game	Publisher	Score	Issue

the desired car. If you do not get the car you desire, reload card one and try again. Once the desired car is chosen, save it to your second memory card. Reload card one, skip the last race, and choose the desired car. Go to trade it in without saving in the main menu. Load the second card in the trade menu. Buy the previously chosen car, then overwrite and save to the second memory card. Reload the first memory card, skip the last race, choose the next car, then go to trade again. Load card two in trade. Next, buy all previously chosen cars, overwrite, and save to card two again.

Sounds taxing, but it's easier than you think. Repeat until you get exactly what you want. It's the only fair way.

Game	Publisher	Score	Issue
2 **Grand Theft Auto III**	**Rockstar**	●●●●●	52

You've beaten every mission, you've scored all 100 packages, you've invited a hooker into your stolen Camaro. But have you thrown a Molotov Cocktail into a bunch of pedestrians living nowhere lives? Probably. But these cheats make it even easier.

All weapons

R2, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up

Lots Of Cash

R2, R2, L1, L1, Left, Down, Right, Up, Left, Down, Right, Up

Full Armor Cheat

R2, R2, L1, L2, Left, Down, Right, Up, Left, Down, Right, Up

Full Health Cheat

R2, R2, L1, R1, Left, Down, Right, Up, Left, Down, Right, Up

Blow Up All Cars

L2, R2, L1, R1, L2, R2, Triangle, Square, Circle, Triangle, L2, L1

No Wanted Level

Press R2, R2, L1, R2, Up, Down, Up, Down, Up, Down.

Game	Publisher	Score	Issue
Grandia II	Ubi Soft	●●●◖	53
GTC Africa	Majesco	●●◖	58
Guilty Gear X	Majesco/Sammy	●●●●	51
Gungriffon Blaze	Working Designs	●●●◖	39
Half-Life	Sierra	●●●●●	51
Harvest Moon: Save the Homeland	Natsume	●●●●	51
Headhunter	Acclaim	●●●	57
Herdy Gerdy	Eidos	●●●	56
Heroes of Might and Magic	3DO	●●◖	46
High Heat MLB 2002	3DO	●●●●	44
High Heat MLB 2003	3DO	●●●●◖	55
Hot Shots Golf 3	Sony CEA	●●●●	55
Ico	Sony CEA	●●●●●	50
Jade Cocoon 2	Ubi Soft	●●●◖	53
Jak and Daxter: The Precursor Legacy	Sony CEA	●●●●●	52
James Bond: Agent Under Fire	EA Games	●●●●	52
Jeremy McGrath Supercross World	Acclaim	●	53
Jonny Moseley Mad Trix	3DO	●◖	54
Kengo: Master of Bushido	Crave	●●●	42
Kessen	EA Games	●●●	39
Kessen II	Koei	●●●	51
Kinetica	Sony CEA	●●●●◖	50
King's Field: The Ancient City	Agetec	●●	55
Klonoa 2: Lunatea's Veil	EA Games	●●●●◖	47
Knockout Kings 2001	EA Sports	●●●●	42
Knockout Kings 2002	EA Sports	●●●●	55
Lethal Skies	Sammy	●●●	58
8 **Max Payne**	**Rockstar**	●●●●	53

Sadly there just aren't more codes than these. Now you'll just have to go and save the world from crime, it seems.

Unlimited Bullet Time

L1, L2, R1, R2, Triangle, X, X, Triangle.

Choose any level

Play through the game until you pass the subway level. Then press the Select button to return to the main menu and press the following: Up, Down, Left, Right, Up, Left, Down, Circle. After that, get picky, because you can choose whatever level you want to play.

Eight Pain Killer pills

Press Start to pause, then press L1, L2, R2, R1, Triangle, Circle, X, Square. Nothing kills pain like that combination.

All weapons and full ammunition

Pause, then press L1, L2, R1, R2, Triangle, Circle, X, Square.

Infinite Ammo

Pause the game, press: L1, L2, R1, R2, Triangle, Square, X, Circle.

Invincibility

Pause the gameplay and then press L1, L1, L2, L2, R1, R1, R2, R2. You may have to enter this code again after saving.

New modes? Why, yes

Beat the game to unlock the Dead on Arrival and the New York Minute difficulty modes.

Game	Publisher	Score	Issue
Maximo: Ghosts To Glory	Capcom	●●●◖	54
MDK2 Armageddon	Interplay	●●●◖	45
Medal of Honor: Frontline	EA Games	●●●●●	58
Metal Gear Solid 2	Konami	●●●●●	51
Midnight Club	Rockstar	●●●●	39
Mike Tyson Heavyweight Boxing	Codemasters	●	58
Mister Mosquito	Eidos/Fresh	●●●◖	56
Mobile Suit Gundam: Journey to Jaburo	Bandai	●	48
Mobile Suit Gundam: Zeonic Front	Bandai	●●●	54
Monster Rancher 3	Tecmo	●●●●	50
Monsters, Inc.	Sony CEA	●●●◖	55
Moto GP	Namco	●●●●	39
Moto GP2	Namco	●●●●◖	53
Motor Mayhem	Infogrames	●●●	47
MTV Music Generator 2	Codemasters	●●●	46
The Mummy Returns	Universal	●◖	52
MX 2002 Featuring Ricky Carmichael	THQ	●●●●	47
MX Rider	Infogrames	●●●◖	52
Namco Museum	Namco	●●●◖	53
NASCAR 2001	EA Sports	●●◖	40
NASCAR Heat	Infogrames	●●●●	47
NASCAR Thunder 2002	EA Sports	●●●●◖	51
NBA 2K2	Sega Sports	●●●●●	53
NBA Hoopz	Midway	●●●	44
NBA Live 2001	EA Sports	●●●	42
NBA Live 2002	EA Sports	●●◖	51
NBA ShootOut 2001	Sony CEA	●●◖	44
NBA Street	EA Sports Big	●●●●●	47
NCAA Final Four 2001	Sony CEA	●	41
NCAA Final Four 2002	989 Sports	●◖	52
NCAA Football 2002	EA Sports	●●●●◖	48
NCAA GameBreaker 2001	Sony CEA	●◖	41
NCAA March Madness 2002	EA Sports	●●●	53
NFL 2K2	Sega Sports	●●●◖	52
NFL Blitz 2002	Midway	●●●●	55
NFL GameDay 2001	Sony CEA	●	40
NFL GameDay 2002	Sony CEA	●◖	53
NFL Quarterback Club 2001	Acclaim	●●◖	50
NHL 2001	EA Sports	●●●●	38
NHL 2002	EA Sports	●●●●◖	50
NHL FaceOff 2001	Sony CEA	●●●◖	43
NHL Hitz 2002	Midway	●●●●	51
No One Lives Forever	Sierra	●●●◖	56
Okage: Shadow King	Sony CEA	●●●	51
Oni	Rockstar	●◖	43
Onimusha: Warlords	Capcom	●●●●	43
Orphen: Scion of Sorcery	Activision	●●●	39
Pac-Man World 2	Namco	●●●●◖	54
PaRappa the Rapper 2	Sony CEA	●●●◖	53
Paris-Dakar Rally	Acclaim	●●	53
Pirates: The Legend of Black Kat	EA Games	●●●◖	55
Portal Runner	3DO	●●	50
Project Eden	Eidos	●●●◖	52
Q-Ball Billiards Master	Take 2	●●●◖	40
Quake III Revolution	EA Games	●●●●◖	44
Rayman 2 Revolution	Ubi Soft	●●●●●	41
Rayman Arena	Ubi Soft	●●●◖	57
RC Revenge Pro	Acclaim	●●◖	41
Ready 2 Rumble Boxing Round 2	Midway	●●●●	40
Real Pool	Infogrames	●●●◖	40
Red Card Soccer 20-03	Midway	●●●	57
Red Faction	THQ	●●●●●	46
Resident Evil–Code: Veronica X	Capcom	●●●●◖	48
Rez	Sega	●●●●◖	53
Ridge Racer V	Namco	●●●●◖	38
Ring of Red	Konami	●●●●	43
Rugby	EA Sports	●●●◖	48
Rumble Racing	EA Games	●●●●◖	45
Rune: Viking Warlord	Take 2	●●◖	48

PS2 GREATEST HITS

DARK CLOUD

Having problems dominating the Dark Genie? We figured you'd like to know how to get past him.

He's one mean lookin' dude

The final boss (or is it...?) is a real doozy. Here's what you need to do: Start by stocking up on plenty of healing items, Stamina Powder and Revival Powder. You'll need a Dran's Feather as well, to avoid some of the Genie's attacks.

In its first form, the Genie will be thrusting a hand up out of the ground. Avoid getting hit, check out the color of the gem on its hand, then switch Toan's weapon element to match. Unless the elements match up, you'll do little to no damage. (Pause the screen briefly to take a look if you need to.)

In its next form, the Genie will be shooting a damaging purple energy beam, which should be avoided at all costs. The Genie will unleash some unavoidable full-screen attacks, but if you use a Stamina Powder, you should be fine. Use Ruby (set her element to Holy) to attack the Genie from a distance.

What beautiful eye you have

The Genie's final form isn't too tough if you can avoid all the mayhem. Switch back to Toan (who should be your most powerful character) and attack the jewel in the Genie's mouth, making sure to get several hits in. Then run around the edges of the screen to avoid the energy beams and energy waves the Genie sends out against you.

Don't focus on the respawning enemies the Genie sends out, and be sure to have Revival Powders set to your active items, just in case.

RED FACTION

This game is long, convoluted, and every time you think you *must* be near the end, it keeps going. Nevertheless, it's usually obvious where you need to go (when in doubt, look for signs on the wall). So we're highlighting Area 28, which we found problematic. We'll have many more tough levels for you next month.

Admin assassin

Area 28: Medical Research

Hendrix tells you to find a quiet spot to drop out of the vents. Continue down the shaft and you'll hear a nurse mention that she has to go get a doctor.

Wait until you hear the door close, then open the grate and drop into the room. Hendrix will tell you to find a lab coat. Now, if you follow his instructions (the lab coat is in the room to the right as you exit the room you dropped into), you can go through the next couple of areas in Stealth mode, but you will once again have to give up all your weapons except the pistol. You can choose, instead, to go in guns blazing, but you'll face a whole damn lot of guards. Your choice. (Save at this point and you can check out both options and decide for yourself which best suits your playing style.)

If you don the coat, head back out of the room you found it in, straight to the end of the hall and to the left, through the door at the top of the ramp, across the room and quickly through the door to the left (steer clear of the guards), down the ramp to the right, left at the bottom and up the ramp, right and then another right. You'll find an operating room where one of the doctors will instruct a nurse to escort you. She'll lead you to a room where you'll pick up a tissue sample, which will be your passcard into the Nano Labs and Cryo Storage (where you'll find loads of health) in Areas 30 and 29, respectively.

Just walk up to the desks and the helpful medics will instruct you where to go.

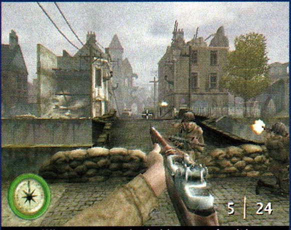
MEDAL OF HONOR: FRONTLINE

Last month you declared war on D-Day; this month, you master A Storm in the Port

Seaside Stowaway

Man Machine Gun in Church Tower

Once you've found the tank-protected bridge, you're close to the church. Sprint through without regard for the bad guys. At the end of that road you'll see an obliterated church. Go in past the G.I. with a radio, then take a left to find a ladder. Go all the way up to the top to find the machine gun. Man it and lay down the law. There are plenty of Germans, so put the end to every one of them. Otherwise your boys are in trouble.



When you see the bridge, run for it!

Secure Submarine Fueling Roster

Finding the fueling roster means you have to have eagle eyes. Out of the church, take a right and follow that path. You'll come to a door that has wood slats keeping you from a bigger area. Down to the left you'll find a crawlspace. Follow that, then once you see the tank on your left (don't worry, it's destroyed), go straight and get on your belly. Follow that path and you'll find a Nazi interrogating a G.I. Inside that room, on the wall behind the murdered Joe, will be the Fueling Roster.

Breach Wall to Docks

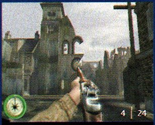
Look for the barrels beyond the arched wall, throw a grenade and the wall is gonesville.

Locate Submarine Fueling Dock

After you've gone through the broken wall, veer to the left and take the wooded path. You'll have to kill one German, then dive into the machine gun nest and start blasting. Make sure you take down the nest-shooter opposite you before showing your head. If you're low on health, there's a little area with a backpack on the opposite half of the path. When you're ready, go to the truck and find the open box.

Stow Away in Cargo Crate

Duck, crawl, and you can call yourself a success.



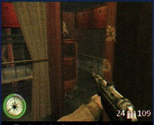
There's the church

Kill this bastard

Special Cargo

Sabotage U-boat Engines

Don't miss the closet beyond the bathroom on the right. But don't use the supplies unless you need them. Once you're in the steam room, after turning the first valve, duck down and move to the left. You can "snipe" effectively from here and take out most of the Nazi sympathizers. Once you set the charge that will destroy the engine, get your butt out of the room until it explodes. You have about seven seconds.



Behold the code book!

Set Explosives in Aft Torpedo Room

Once you go into the new hole you've created, crawl up, kill the two sailor toughs, and set the charge on the torpedo to the left.

Disable Radio Communication

When you open the next door there will be scourge of Nazis. Make sure your gun is reloaded, then hide behind the walls next to the door when you need to reload. After you're finished with them, reload and take out the next two. Then there's one at the radio in the next room. Take him down, then light up the radio with bullets (it's a good idea to pull out your pistol here to save ammo).

Set Explosives in Fore Torpedo Room

Head through the corridors, but be prepped for Nazis to appear from anywhere. See those crates to your left? The ones laying beside the flashing red thingy? Shoot the one nearest your target. There's a load of valuable goodies in there. Now head back out. See that door in the near distance? A rabid Nazi will storm out with his gun blazing. Be ready.

Find Enigma Code Book

Go into the room where that guy just came out (after you've killed him, of course). Then go to the left in the room. You'll find a medical pack. But hit X to open the door to the cabinet and you'll be rewarded with the hard-to-locate Code Book.

Escape through Exit Hatch

The exit hatch is a few rooms behind you. Go back the way you came and look for a ladder that goes into the ceiling. Go up it and you've cleared the level.

Eye of the Storm

Find Resistance Weapons Cache

Look up always. Always. There are going to be snipers and they're going to hurt your chances to win if you can't locate them. Look for the big towers and hit them before they hit you. Head up the stairs, kill some Germans, then head across the bridge to find the Cache.

A safe sniping distance

Find Rooftop Hatch near U-boat Pen 2

As soon as you have the sniper rifle, put it to use. On the water tower to the left you'll find two guys and on the building to your right. Take them down first. Then you'll need to get a good angle to take out the sailor on the boat who's using the machine gun. The easiest way is to go back down the stairs you originally climbed so the bad guys won't be able to see you. Plus, you have to go that way anyway, because now the boxes are cleared.

Once you've killed Germans galore, head over the raised staircase and up a ladder. Once you're on the roof sprint and shoot, and cross the rooftops by running near the edge. The Hatch is at the end of the run.

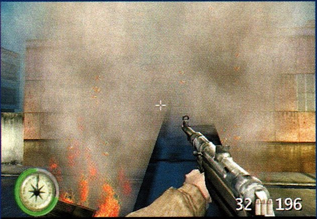
Destroy Supply Trucks

Before you can worry about the supply trucks, you have to worry about getting shot many, many times. To start, drop a bunch of grenades down the rooftop hatch.

You'll be battling long and hard here, and again, watch the rooftops. When you finally go near the trucks, first snipe as many guys as you can. Once you get to the trucks, place the charges and get the heck out of there. Then the garage door will open and guys will pour out. Throw in a grenade to kill the alarm and the Germans. After you've torched the first three trucks, the fourth will show. Get the Deployment roster first.

Acquire Deployment Roster

Go into that garage, follow the tunnels to the end and grab the Deployment Roster. A little killing and a big reward for the Allies.



Climb over this explosion-made bridge to end it

Infiltrate Wet Docks Facility

After you've blown the fourth truck, or the loner truck, a bridge will form. Jump up (avoid the fire!) and cross it. There are no bad guys, so just get to the opening and jump off.

A Chance Meeting

Sabotage Engines in Facility

While you're cruising through the first part of this level, you'll fight lots of guys. But use discretion when advancing. There's a machine gun nest that will tear holes in you.

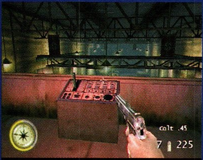
Once you get to the engines, plant the explosives and get out of that room fast. Otherwise, you'll need the medical backpack stored in the crates.

Acquire Engine Blueprints

The blueprints are tucked around the corner from the engines. The few men you fight on the way are tough as nails.

Infiltrate U-boat Bunker

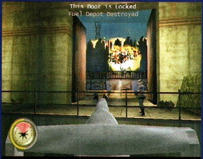
You'll have to find a little gate to blast through before you can officially infiltrate the Bunker. Shoot it, crawl through, snipe from the rafters. Once you're done sniping, blast out of the rightmost gate and fire away. Use the barrels and the canisters of gas to your advantage. Shooting those can take out two or three guys at once. Then shoot the alarm.



Pull this lever

Destroy All U-boats

See the alarm you just blew up? Now do a 180 and you'll see a control panel. Push the lever using your Action button. It'll destroy the first U-boat. Then a previously locked door will open (backtrack and it'll be on your left). Once you're down the stairs you'll face lots of local thugs. Get on that boat and get behind the big metal gun and blast away with U-boat shells. You can blow up the fuel depot by shooting to your immediate right. Then exit the boat, go through the fenced area. You'll see the red blinking thingamajig. Once you plant the bomb, get out fast!



Destroy the fuel depot

Blow up Fuel Depot

Man the huge cannon on the U-boat, turn it to the right, and fire through that door and you'll hit the Fuel Depot. It'll cause a huge explosion and lots of nasty Nazis will die in the process.

Find Dock Gates

Exit the gates and go left. Should be clear.

Game	Publisher	Score	Issue
Salt Lake 2002	Eidos	●●◖	55
Savage Skies	Bam!	●●●	56
Scooby-Doo: Night of 100 Frights	THQ	●●●	58
Shadow Hearts	Midway	●●●●	52
Shadow of Destiny	Konami	●●●◖	43
Shadowman: 2econd Coming	Acclaim	●●	57
Shaun Palmer's Pro Snowboarder	Activision	●●◖	52
Shifters	3DO	●	58
Silent Hill 2	Konami	●●●●◖	50
Silent Scope	Konami	●●●	39
Silent Scope 2	Konami	●●●◖	49
Silpheed: The Lost Planet	Working Designs	●●●◖	40
The Simpsons Road Rage	EA Games	●●●	52
Sky Gunner	Atlus	●●●◖	58
Sky Odyssey	Activision	●●●	40
Sled Storm	EA Big	●●●◖	55
Smash Court Tennis Pro Tournament	Namco	●●●◖	56
Smuggler's Run	Rockstar	●●●●◖	39
Smuggler's Run 2: Hostile Territory	Rockstar	●●●●◖	52
Soccer America: International Cup	Hot-B	●●	48
Soldier of Fortune	Majesco	●●●	52
Soul Reaver 2	Eidos	●●●	52
① Spider-Man	Activision	●●●●◖	57
Splashdown	Infogrames	●●●●	52
Spy Hunter	Midway	●●●●◖	50
SSX	EA Sports BIG	●●●●●	38
SSX Tricky	EA Sports BIG	●●●●●	52
Star Trek Voyager: Elite Force	Majesco	●●◖	53
Star Wars: Episode I— Super Bombad Racing	LucasArts	●●	45
Star Wars: Jedi Starfighter	LucasArts	●●●◖	56
Star Wars Racer Revenge	LucasArts	●●●●◖	55
Star Wars: Starfighter	LucasArts	●●●●◖	43
State of Emergency	Rockstar	●●●	55
Street Fighter EX 3	Capcom	●●●◖	39
Stretch Panic	Conspiracy	●●●◖	47
Summoner	THQ	●●●	39
Sunny Garcia Surfing	Ubi Soft	●●●◖	51
Super Bust-A-Move	Acclaim	●●●	41
Supercar Street Challenge	Activision	●●◖	52
Surfing H30	Rockstar	●●	40
Swing Away Golf	EA Games	●●●	38
Tarzan Untamed	Ubi Soft	●●●◖	52
Tekken Tag Tournament	Namco	●●●●◖	39
Test Drive	Infogrames	●●●◖	58
Test Drive Off-Road: Wide Open	Infogrames	●●●	48
Tetris Worlds	THQ	●●	57
Theme Park Roller Coaster	EA Games	●●●●	41
Thunderstrike: Operation Phoenix	Eidos	●◖	52
Tiger Woods PGA Tour 2001	EA Sports	●●●	44

It figures that we'll be covering this game for a while. It's fun, the movie is still blowing up the box office, and we love Spidey. So unlock this stuff by using these extremely handy codes:

Play as Shocker: HERMANSCHULTZ
Play as Scientist: SERUM
Play as Thug: KNUCKLES
Play as Spike: STICKYRICE
Play as Shocker Thug: THUGSRUS
Play as Helicopter Cop: CAPTAINSTACEY
Play as Old Supersoldier: FREAKOUT
Play as Cop: REALHERO
Play as Mary Jane: GIRLNEXTDOOR
Unlimited Webbing: ORGANICWEBBING
All Combos Available: KOALA
All Levels Available: IMIARMAS
Bullet Time Mode: DODGETHIS
Big Head Thugs: JOELSPEANUTS
Micro Spidey: SPIDERBYTE
Big Head and Feet: GOESTOYOURHEAD
First-Person Mode: UNDERTHEMASK
Unlock Everything: ARACHNID

Look out for exclusive info on the next Medal of Honor in OPM real soon!

TWISTED METAL: BLACK

If you're going to play *Black*, you're going to want all the best stuff. We deliver all the secret cars. And if you're having problems, just scan the last few lines to figure out how to make yourself invincible.

HIDDEN CARS

YellowJacket

Junkyard

Shoot down the airplane circling the level. It'll crash into the gully. The wreckage will open up a secret passageway that spans the level. Inside the tunnel is a control panel and a weird-looking concrete structure. Shoot the panel until it blows up, then YellowJacket is yours.

YellowJacket's Special Attack

This Special will surround the Taxi Cab with spikes. Trigger the attack to fire the spikes in four directions as the primary attack. As a secondary attack, you can ram other cars while the spikes are deployed. In addition, use Turbo when ramming the enemy. The damage will be even greater!

Axel

Freeway

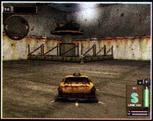
Grab some Gas Cans and head to the construction site. Find an incline so you can aim your weapons at the crane holding a small building. Shoot the Cans into the control room of the crane to force it to drop the building. Then blast the walls of the dropped building. Inside: Axel.

Axel's Special Attack

Axel can send a burst of energy out from his wheel to blast enemies around him. This attack can hit multiple enemies, making packs of cars a tempting target. By tapping Up while your Special is selected, you'll trigger the second attack. Then he can roll right over opponents.

Warthog

Suburbs



There's a hill overlooking the factory district. Leap off of the hill (marked with a Gas Can) onto the building "A & L Transportation." Shoot out the small raise to open a hole into the building. Drop inside and shoot the control switch.

Warthog's Special Attack

Warthog can fry opponents with his cutting laser. Try to immobilize an opponent with a Freeze before using the beam. This attack does severe damage, and you can increase your victim's plight by firing your machine guns to do a little bit more hurting.

ManSlaughter

Prison Ship

Exit the Prison Ship and take a right. Follow the path outside of the boat until you find the crates with a Health Power-Up on top of them. Shoot the crates until they form a ramp, then ride up and shoot the hull of the ship to reveal a secret passage into the Detention Center.

ManSlaughter's Special Attack

This truck can lob giant explosive rocks. The more that impact, the more damage done. If the rocks hit the ground, they'll scatter and bounce a bit before exploding. This attack can hit over such a wide area that it is ideal for exploring levels and finding what you can and cannot destroy.

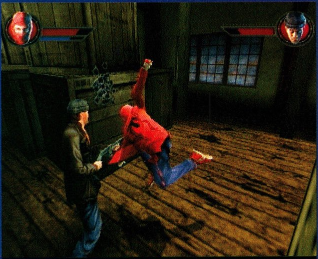
CHEAT IF YOU MUST, COWARD

Invincibility

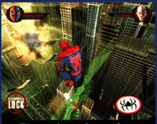
Totally stuck? Well, then try out this handy secret. During the game, press and hold all four shoulder buttons (R1, R2, L1, L2), then quickly press Right, Left, Down and Up. Tah-dah, no more controller tossing.

SPIDER-MAN: BEAT THE BOSSES

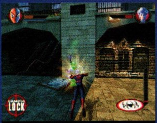
Tips on defeating your toughest adversaries in the game



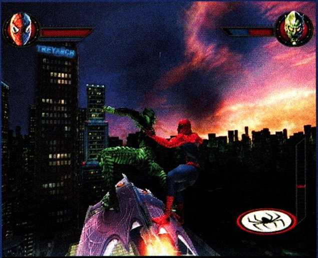
A couple of combos and this guy's finished



The vulture's a wimp



Tackle Scorpion



Gobby's tough in aerial combat, but you can do it!

Like any good action game, the boss fights in Spider-Man can be mighty tricky at times. Follow the tips below, though, and you'll be spending your free time in relative peace dating Mary Jane before you know it.

Birth of a Hero (Uncle Ben's Killer)

It takes a little bit more to defeat Uncle Ben's killer than to watch him fall out of a window. His shotgun is bad news, and he carries flashbombs that can totally screw you up. Your best bet is to stick to the ceiling the majority of the time as he freaks out below, wondering where you are. Then, fall behind him and unleash a combo or two. Just make sure to whip your way to the ceiling (maybe to find some health, too) before he can shoot you. As long as you're moving along on the ceiling, you're safe.

Showdown With Shocker

When you finally come face to face with Shocker, you'll find he's got a few tricks up his sleeve—especially his powerful blasts. Simply keep moving, though, and you should be able to avoid them. Eventually, he'll twist about quickly to form a sort of tornado meant to suck you in—just run in the other direction, however, and you should be able to escape. In fact, your best strategy is to simply keep your distance, throwing items at him and attacking with web balls. Occasionally, you might find an opening to go in close and perform a few combos on him—but watch out for his powerful close-range attack!

Air Duel With Vulture

This might be a boss fight, but you should think of it more as practice for things to come against the Green Goblin. Just do your best to stay above the Vulture, then dive in with a quick kick to the head. You can also do considerable damage by holding down X to land on his head, then pummeling him with repeated punches. At some point, you'll wear down Vulture until he has to rest on the building nearby. This is where you can really beat the feathers off of him, so follow your compass and unleash on him while he's perched. Stick with this process, and you'll beat this geriatric fowl in no time.

Scorpion's Rampage

In hand-to-hand combat, you'll likely lose every time to the faster, stronger Scorpion—which is why you should look for the Golden Spider in the room before you even think about going mano a mano with him. This shiny icon will teach you the Tackle combo, which is really all you need to take down your misunderstood enemy. Once you attain the combo, be sure to dodge Scorpion's attacks, and then Tackle away. Throwable objects might help, as well, if they're convenient. Before you know it, you'll show him who the dominant arachnid is in this house!

The Offer (Green Goblin)

Your first showdown with the Green Goblin is like two fights in one level. Remember what you learned in your fight with the Vulture for the first portion of the skirmish, as it all takes place in the air. Swoop in with kicks and punches, and hold down X from above to land on the glider and duke it out with your fists (don't stay on board too long, though, or Gobby will toss you around like a rag doll!). The occasional fly-by webbing works well, too.

Once you've taken down the glider, prepare for hand-to-hand combat inside a nearby building. Like with Scorpion, close combat will usually get you killed if you hang around too long, and combos like Tackle and Flip Mule (found within the room) are very effective. If you start hurting, keep in mind that health icons regenerate fairly often.

After you've roughed up the Goblin enough, you'll once again find yourself in an air battle...and then in another building for ground-based combat. Keep in mind what you did to get this far, and you'll do fine in finishing him off...for now.

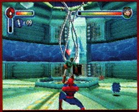
Face-Off at the Bridge (Green Goblin)

It all comes down to this! In many ways "Face-Off at the Bridge" closely resembles "The Offer," only this time you have to first rescue Mary Jane (should be a piece of cake compared to previous rescues) and worry about the much more active role of Gobby's glider when he's not on it—it likes to shoot at you! Employ the same basic strategy as before, though, and you should do fine.

You'll have saved the woman you love, and you'll be the city's biggest hero—at least until *The Bugle* blames you for all the destruction.

SPIDEY REVISITED (PS ONE)

You've made the first Spider-Man game on the PSone a hot seller again, so here's a couple quick tips to help you sling some old-school web.



Doc Ock's body rock

Spidey vs. Doc Ock!

As the battle commences, run in a circle around him, dodging his flailing tentacles as you go. Soon, you will hear the grinding of moving machinery, signifying that one of the shield's four "On" buttons have been lowered. Pressing all four of these buttons turns off the shield for a short period of time. When you press a button, the shield will extend out into your path, but it's easily jumped as you continue circling Doc Ock.

When all the buttons have been pressed, the shield goes down and Doc Ock becomes immobile. Start blasting him with Impact Webbing Balls until the shield recharges itself.

Spidey vs. ???

We're not going to spoil things by revealing who the mysterious final boss is, but needless to say, it's pretty cool.

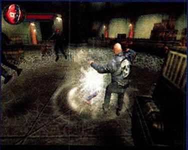
Don't trying running from this enemy. The only way you can keep far enough ahead is by constantly swinging. Watch the shifting perspective, as it can throw you off when you need to swing around a corner.

When you reach an orange colored area of the tunnel, that's your cue to use R1 to shoot up to the next level. It's easy to fall behind in these areas, so make sure you don't waste a moment.

Outnumbered?

At certain parts of the game, you'll face relentless opposition from everywhere. Though your first reaction might be to simply duke it out, you might find yourself getting pummeled from behind—and your health depleting rapidly. Here are a few effective ways to hold your ground.

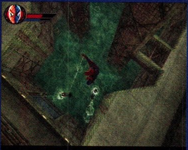
1) Use a web dome. It's a silly name for a cool device, and it takes out a good chunk of your web supply, but if you have enough, this'll clear out the malcontent rather quickly—at least for a couple seconds.



Use Webdome

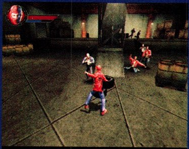
2) Combo it up. While some combos are more effective than others, certain ones can basically clear out anyone in the vicinity. A few favorites: Tackle, Handspring and Haymaker.

3) If the ceiling is high, hang out on top and yank away at enemies (L2 + X) until they bite it. It takes awhile and you won't get much in terms of Style points, but it sure is effective.



Attack From Above

4) Again, in rooms with high ceilings (the Warehouse is a prime example), it's a good idea to crawl along the ceiling until you see throwable objects below you. Fall straight down and toss away!



Throw Objects

What's your advice?

So you're one of the tough guys who has already stormed through Spider-Man, huh? Then write us at opm@ziffdavis.com to tell us your best tactics and secrets you found along the way. Title the E-mail: Replay Spider-Man.

Game	Publisher	Score	Issue
⑩ Tiger Woods PGA Tour 2002	EA Sports	●●●●	55

We'd love to have new codes to rock your world, but it's golf. You think the makers of this game care about codes? We think they'd rather spend their free time on the links. Who can blame them?

Code central

Enter these codes for some sweet gifts:

2TREPUS01S: "Super" Tiger Woods
DYAGEBO4E: Notah Begay III
GIVEITUP: Unlock all courses
ALLORNOTHIN: Unlock everything

These guys aren't par for the course

To unlock Justin Leonard, Solita Lopez and Melvin "Yosh" Tanigawa, enter these codes.

Justin Leonard: RDRANOAEL130
Solita Lopez: GZEPOL10R
Melvin "Yosh" Tanigawa: WAWAGINATO7I

Birdie Buster trophy ball

Shoot over 12 consecutive birdies during the Tiger Challenge.

Birdie Streak trophy ball

Shoot six consecutive birdies during the Tiger Challenge.

Game	Publisher	Score	Issue
Time Crisis 2	Namco	●●●●	49
TimeSplitters	Eidos	●●●●●	39
Tokyo Xtreme Racer Zero	Crave	●●◖	45
Tony Hawk's Pro Skater 3	Activision	●●●●●	51
Top Angler	Xicat	●●●◖	57
Top Gear Dare Devil	Kemco	●●●◖	41
Top Gun: Combat Zones	Titus	●●●	50
Transworld Surf	Infogrames	●●●◖	57
⑥ Triple Play 2002	EA Sports	●●	55

If we've said it once, we'll say it again: This is the poorest baseball game on the market. You buy it, you'll be paying twice (once with $50, the second when you throw it out the window and it hits a strolling Doberman and then the Doberman attacks and you don't have a right arm anymore!). See? This game is strategyless.

Game	Publisher	Score	Issue
Triple Play Baseball	EA Sports	●●	45
Tsuganai: Atonement	Atlus	●●●	53
⑦ Twisted Metal: Black	SCEA	●●●●●	47

The lowered pricetag lured many of you back to one of the darkest games on the system. You might as well have codes to go with all that darkness, right?

Invincibility

During the game, press and hold all four shoulder buttons (R1, R2, L1, L2), then quickly press Right, Left, Down and Up. Tah-dah—no more controller tossing.

God Mode

Or, become the ultimate badass with this little secret. It gives you unlimited health, weapons and more. During the game, hold down all four shoulder buttons, then quickly press Up, X, Left and then Circle.

Weapons Into Health

This is an odd, yet potentially helpful trick. To refill some health, first make sure you have some weapons picked up. Then convert these into power by holding down all four shoulder buttons, then quickly press Triangle, X, Square and Circle. Your energy bar should fill up.

One-Hit Kills

For some instant gratification, try this one out. During the game hold down all four shoulder buttons, then quickly press X twice and Up.

Mega-Machine Guns

To get the Mega-Machine Gun firing ability, hold down all the shoulder buttons, then press X twice, then Triangle.

Game	Publisher	Score	Issue
UFC Throwdown	Crave	●●◖	58
Unison	Tecmo	●●●◖	44
Unreal Tournament	Infogrames	●●◖	40
Vampire Night	Empire	●●◖	52
Victorious Boxers	Empire	●●●◖	51
④ Virtua Fighter 4	Sega	●●●●●	55

Playing "D"

You love *Virtua Fighter 4*, too, huh? We're still flattening our thumbs day in and day out with this one. But one thing we've learned: Defense rules. Here are some tips to keep you alive and kicking. Literally.

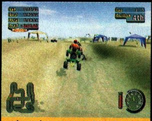
- Master your defense and save yourself some trouble. If you're more patient than your opponent, you're going to find that blocking and pushing back moves is going to break the flow of

PS2 GREATEST HITS

ATV OFFROAD FURY

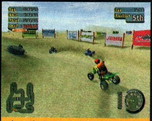
Yucatan Dunes may be the most frustrating race you'll encounter. You will not win if you don't take some chances.

When it comes to tweaking your bike for this level, you'll need a high Top Speed, great Acceleration and accurate jumping. The trick is to lean your meter toward Top Speed. Also, deaden your tires by bringing down the Shocks. Finally, don't use really big jumps. The smaller the better.



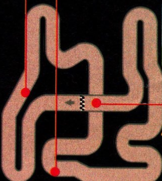
Low jumps are key here

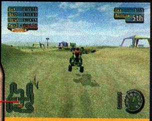
Ignoring the importance of this first stretch is easy, but don't make that mistake. Keep your Analog jumps low, so you don't end up trampolining through it.



Accelerate out of this turn

This is one tricky turn because of the dip. Decrease speed, then hit the gas once you're into the turn.





Slow down here

This is a jump you'll make mistakes on. Get used to slowing down and leaving the Analog alone. Trust us.

ONIMUSHA: WARLORDS

Soul Spending

The red souls you collect from fallen foes act as a type of currency that you can use to upgrade your Orbs (which act as keys), weapons, ammo and Herbs.

You'll want to upgrade your Orbs and swords quickly—but think carefully before you spend your hard-earned souls. You should pick one sword that you plan to use a lot (i.e., the Enryuu) and upgrade it to Level 3 first. While you're doing that, you should also be upgrading all three of your Orbs at a steady rate, trying to keep them at the same level.

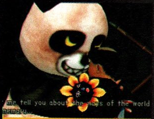
Remember to upgrade your Herbs to Medicine. And you want to hold off on upgrading arrows and bullets, as you likely won't need their extra strength until later on.

Movie Trailer

After you beat the game, a new option called "Special Feature" will appear on the game select screen. In the Special Feature menu, you'll find a short sneak preview of Onimusha: Warlords 2.

Extra Costume

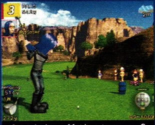
Another bonus that you earn for beating the game is Samanosuke's extra costume. Start a new game and choose "Extra." The mighty samurai Samanosuke will be wearing a lovable panda costume. The soul-stealing Orb on his arm is even changed into a happy, smiling flower.



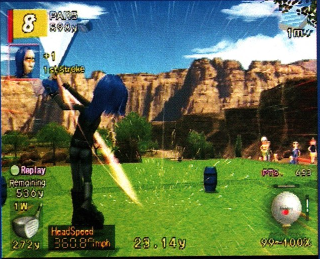
A panda hug, how sweet!

HOT SHOTS 3: JULY TOURNEY

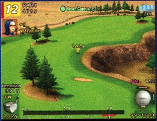
Tips for July's Red, White and Blue tournament as found on hotshotsgolf3.scea.com



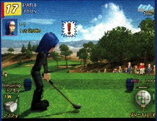
Go right off the tee on 3



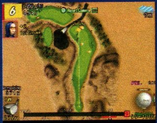
You'll need a perfect opener on 5 to get an eagle



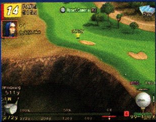
Aim here on 12



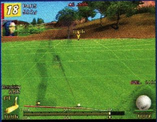
Push down/left for dogleg



Go right on 6



Shoot the moon on 14



The 18th green stinks

FRONT NINE

If you're less than seven under after the front nine, start over. Trust us. Otherwise, you'll never make the *HSG3* leaderboard.

Hole #1

You may want to go way left and tease the sandtrap. But don't. Instead, smack the ball straightaway, so you'll float right over the circle trap. It'll give you a lot more leeway, and you won't end up in that beach mess. From there, go right at the pin. You won't run into that mound of trouble and trees when using an Iron. Trust us.

Hole #2

If you go straight at the pin with the 5 Iron and hit a perfect shot, you'll land a few feet from the pin. But if you go for the hole-in-one with the 4 Iron, you'll likely end up in the drink. Go for the birdie here and beware of that 6m wind.

Hole #3

To win the tourney, you're going to need to score eagles on your par 5 holes. Bang your opening shot to the right after powering up. If you do it with enough power, you'll have space to use a power-up and go with a Wood. It's going to take precision to have success, but the greens are flat, so if you get on in two, you'll be set.

Hole #4

Push your opener to the left so you can use that sloped hill to get your shot to run. From there, an accurate Iron shot might just hit the pin.

Hole #5

Nothing fancy on this shot. Go a touch to the left and the ball will roll for a good while (the tee is 20 yards above the tee). After that, a pitch and you're on. If the tree is in your face, don't worry. You can get around it easy.

Hole #6

You see that little patch of fairway over to the left? Ignore it. That's for the shortknockers of the world. With Blue you can go right and have a better second shot waiting for you. With your second shot you'll have an open look to paydirt. Make it count.

Hole #7

Off the tee you've got a 5m tailwind and you're nine yards below the hole. Here's how to score a bird: As soon as you start your swing, hold Down on the D-pad. Then hit the ball with full power and you'll skip onto the green. It's a rough green, though, so stick your tee shot or problems will arise.

Hole #8

You're 30 yards above the hole. *Thirty!* Push to the right, power-up, and aim for the middle of that fairway patch. The wind is blowing a weak 1m, so ignore it. You can hit the ball 280y easy. For your second shot, go with the 1 Wood without wasting a power-up. Chances are you'll shank it, but if you don't, you're looking at an eagle. And those are fun to score.

Hole #9

The end of the front nine has more rolls than a bakery. Your tee shot will hit the biggest hill in *HSG* and roll for days. From there, your second shot and the putt is easy stuff.

BACK NINE

Coming into the Back Nine you should have plenty of power-up shots to go around. You'll have another two par 5's, so that'll take up four more of them. The rest can be used at your discretion. The hardest part about this half of the course is that the greens are hilly, jagged and do everything they can to get you into big trouble. Keep that in mind when laying up on the green.

Hole #10

Push your tee shot to the left, but not too far. There's an intimidating plush of rough that'd love to massage your ball. For your second shot, keep in mind that you're nine yards above the hole. So lower your club, hold Down on the D-pad, and you'll be in great shape. The 3m wind will push your ball just enough to keep it close to the pin.

Hole #11

If you go right off the tee, you're going to have to hit a long iron shot, and chances are it will roll onto the fringe, at best. So start left on this one, but don't power-up. You have to be mindful of the tree staring you down. For your second shot, stick with the 5 Iron and get it on the green.

Hole #12

Considering the wind here, it's best to aim a little to the right (point at the edge of the rough). It's good practice to push Down on the D-pad for this shot. With the wind and the height of the hole, you'll have to go with a 2 Iron for your second shot. But don't point right at the hole. Otherwise, you'll roll off of the green. Once you're putting, it's easy. It's just getting to the putt that's difficult.

Hole #13

Aim for the fat of the green after downgrading to a 3 Iron. With the wind and the height you'll be set.

The green is real trouble, so get close to the pin or this could turn into a two-putt nightmare.

Hole #14

Since it's a par 5, use your power-up off the tee. Plus, you're 24 yards above the hole, which will be a huge help. Off the tee, aim right above the second sand trap on the fairway. For your second shot, it's decision time. It seems you could either pull out your 2 Iron and power-up or go with the 4 Wood. But really, the 2 Iron just won't get there. But the 4 Wood is all kinds of spastic. Go with the Wood, though. Otherwise, you better be great at chipping in.

Hole #15

Push your tee shot to the right and drop the hammer. Even if you shank it, you'll likely hit that big hunk of brown stone which will angle you back onto the fairway (though it'll knock you back a bit). For your second shot, just go straight at the pin. Should be an easy shot if your tee shot was a success.

Hole #16

Downgrade to a 3 Iron (or maybe even a 4 Iron—your call), and push to the right. The wind isn't that strong, but it's strong enough to put you into that fancy sandtrap. If you don't hit a perfect shot, don't worry. There's lots of green to work with if you followed our directions.

Hole #17

Here's a chance to use a little slice to help you out. Off the tee, hold Down and Left after you've started your swing. It should curve around those troubling trees. Plus, it puts you in a really good spot to go at the pin with your second shot. For the second shot, consider using a Pitching Wedge. A perfect shot might just go in.

Hole #18

Another par 5, another great time to use your power-ups. Shoot to the left, to where the ball should land past the second sandtrap on the left. See it? The wind is going 4m, but it'll only help off the tee. For your follow-up shot, there's a good chance you could power-up with a 2 Iron and let the wind and the height carry you. But if you're off at all, it'll go for a swim. But then again, the 4 Wood is dangerous. If you trust yourself, go with the 4 Wood. If you want to play careful, go 2 Iron. If you do go with the 2 Iron, remember to push Down on the D-pad during your swing. It'll help lots.

Game	Publisher	Score	Issue

4 Virtua Fighter 4 cont.

someone who is being entirely offensive. It's very satisfying to have your back up against the edge of the ring, only to reverse an opponent who's rushing you, flipping him over your shoulder and out of the ring.

- Rising attacks are for suckers and just leave you open for a beating/throwing. It is absolutely necessary for you to learn how to tech roll out of the way of a pounce. Set it up in the training mode if you have to, but this is a defensive skill that you need to develop.
- Crouch and block if you need a breather.

Game	Publisher	Score	Issue
War Jetz	3DO	●●◖	48
Warriors of Might & Magic	3DO	●●◖	44
Wave Rally	Eidos	●◖	53
Wild Wild Racing	Interplay	●●●	39
Winback	Koei	●●●●	43
Wipeout Fusion	Bam!	●●●●◖	57
Wizardry: Tale of the Forsaken Land	Atlus	●●●	53
Woody Woodpecker: Escape from Buzz Buzzard Park	Dreamcatcher	●●●	57
World Destruction League: Thunder Tanks	3DO	●●●	42
World of Outlaws: Sprint Cars	Infogrames	●●●●	55
World Tour Soccer 2002	Sony CEA	●●●●	53
WRC: World Rally Championship	Bam!	●●●●●	57
WTA Tour Tennis	Konami	●	57
WWF SmackDown! Just Bring It	THQ	●●●◖	52
X Squad	EA Games	●●●◖	38
Yanya Caballista: City Skater	Koei	●●●◖	49
Z.O.E: Zone of the Enders	Konami	●●●●◖	44

PSONE TRICKS AND REVIEW ARCHIVE

Game	Publisher	Score	Issue
007 Racing	EA Games	●●●	41
3Xtreme	989 Studios	●	21
40 Winks	GT Interactive	●●●●	28
102 Dalmatians: Puppies to the Rescue	Eidos	●●●◖	41
2002 FIFA World Cup	EA Sports	●●●●	58
A Bug's Life	Sony CEA	●●	15
Ace Combat 2	Namco	●●●●●	1
Ace Combat 3: Electrosphere	Namco	●●●	31
Action Bass	Take 2	●●	37
Action Man: Operation Extreme	Hasbro	●●●	41
Akuji the Heartless	Crystal Dynamics	●●●	18
Aladdin in Nasira's Revenge	Sony CEA	●●	45
Alexi Lalas International Soccer	Rockstar	●	23
Alien Resurrection	Fox Interactive	●●●	38
All-Star Slammin' D-ball	Agetec	●●◖	56
Alone in the Dark: The New Nightmare	Infogrames	●●●●	47
Alundra	Working Designs	●●●●◖	4
Alundra 2	Activision	●●●	32
Animaniacs Ten Pin Alley	ASC	●●●	17
Animorphs: Shattered Reality	Infogrames	●●◖	37
Ape Escape	Sony CEA	●●●●●	22
Apocalypse	Activision	●●●	16
5 **Arc the Lad Collection**	**Working Designs**	●●●●	**52**

After this game seemed like it would never come out, it's crawling up the PS one charts. At least that didn't take years upon years. Enjoy these two tricks.

Special Message

Pull out that spectacular "Making of" disc that's collecting dust. On Chapter 5, wait for one minute and 28 seconds, and press pause. You'll get a special message if you time it right.

Gobbledygook! It's bonus time

When you're at the Making of Arc the Lad collection menu key, hit these buttons: Circle, Circle, X, Square, Square, Triangle, Circle, X, Square, Start. "Arc the Lad Slime Time!" pops up. It's pretty much checkers, but it stars your favorite slimes.

Game	Publisher	Score	Issue
Arcade Party Pak	Midway	●●●◖	28
Arcade's Greatest Hits: Atari Collection 2	Midway	●●◖	7
Arcade's Greatest Hits: Midway Collection 2	Midway	●●	4
Armored Core	Sony CEA	●●●◖	3
Armored Core: Master of Arena	Agetec	●●◖	31
Armorines: Project S.W.A.R.M.	Acclaim	◖	35
Army Men 3D	3DO	●●●	20
Army Men Air Attack	3DO	●●●●	27
Army Men Air Attack 2	3DO	●●●◖	39
Army Men: Green Rogue	3DO	●◖	47
Army Men: Sarge's Heroes	3DO	●●	32
Army Men: Sarge's Heroes 2	3DO	●●◖	40
Army Men: World War	3DO	●◖	34
Army Men World War: Final Front	3DO	●◖	45
Army Men World War: Land, Sea, Air	3DO	●◖	39
Arthur! Ready to Race	The Learning Co.	●	42
Assault	Midway	●●●	15
Asteroids	Activision	●●●◖	16
Atari Anniversary Edition Redux	Infogrames	●●	53
Atlantis: The Lost Empire	SCEA	●●●●	48
ATV: Quad Power Racing	Acclaim	●	39
Auto Destruct	Electronic Arts	●●●	6
Azure Dreams	Konami	●●●	10
Backstreet Billiards	Ascii	●●●◖	15
Ball Breakers	Take 2	●●●◖	36
Ballistic	Infogrames	●●●●	27
Baseball 2000	Interplay	●●	21
Bass Landing	Agetec	●●●◖	26
Bass Rise	Bandai	●●●	28
Batman & Robin	Acclaim	●	13
Batman Beyond: Return of the Joker	Ubi Soft	◖	39
Batman: Gotham City Racer	Ubi Soft	●◖	46
Battle Hunter	Agetec	●◖	48
Battletanx: Global Assault	3DO	●◖	31
Beast Wars	Hasbro	●◖	5
Big Air	Accolade	●◖	20
Big Bass Fishing	Take 2	◖	58
Big Ol' Bass 2	Konami	●●◖	45
Billiards	Agetec	●●◖	45
Bio F.R.E.A.K.S.	Midway	●●	10
Black Bass with Blue Marlin	Hot-B	●●	29
Blade	Activision	●●◖	41
Blast Lacrosse	Acclaim	●●◖	48
Blast Radius	Psygnosis	●●●◖	19
Blaster Master: Blasting Again	Crave	●●●	38
Blasto	Sony CEA	●●●◖	8
Bloody Roar	Sony CEA	●●●◖	6
Bloody Roar 2	Sony CEA	●●●●	21
Blues Big Musical	THQ	●●●	46
Board Game: Top Shop	Agetec	●●●●	45
Bomberman Fantasy Race	Atlus	●●◖	19
Bomberman Party Edition	Vatical	●●◖	38
Bomberman World	Atlus	●●◖	13
The Bombing Islands	Kemco	●●◖	47
Boombots	SouthPeak	●●◖	27
Bottom of the 9th '97	Konami	●●●◖	1
Bowling	Agetec	●●	43
Brave Fencer Musashi	Square EA	●●●●	15
Bravo Air Race	THQ	●●●	1
Breakout	Hasbro	●●	39
Breath of Fire III	Capcom	●●●◖	9
Breath of Fire IV	Capcom	●●●◖	40
Brigandine	Atlus	●●●◖	15
Broken Sword	THQ	●●●●	5
Broken Sword II	Crave	●●●◖	27
Brunswick Circuit Pro Bowling	THQ	●●●◖	13
Brunswick Circuit Pro Bowling 2	THQ	●●●●	31
Bug Riders	GT Interactive	●●	3
Bugs Bunny & Taz: Time Busters	Infogrames	●●●	41
Bugs Bunny Lost In Time	Infogrames	●●●◖	23
Builder's Block	Jaleco	●●●◖	35
Burstrick Wake Boarding!!	Natsume	●◖	45
Bushido Blade 2	Square EA	●●●◖	14
Bust A Groove	989 Studios	●●●●	16
Bust A Groove 2	Enix	●●●	36
Bust-A-Move 4	Natsume	●●●●	17

REPLAY FORUM

GTA3: BOATING ON THE BEACH

I found a fun glitch! Steal the speedboat in Staunton Island, and drive straight along the shore until you come across a piece of land that is lowered closer to the water than the rest. Just before that is a part of the shore where the grass comes down a little farther toward the water. If you can't find it, then just drive into the shore until you go through the land and underneath Liberty City. Change the camera angle until you can see your boat. After that you can either drive around or fall into the void. If you fall into the void, you'll get sucked up onto the road or stuck halfway into the roof of a tunnel.

David Vandermeer
thief6@hotmail.com

GTA3: BOAT FINDER

Where in *GTA3* can you find the boat? I seem not to find it anywhere.

Curtis Kausky
curtis909@yahoo.com

Easy stuff, Curt. Just head to Asuka's pad, and when you exit, go straight across and down the set of steps on the left. Down there you'll find a boat. The best thing to do with it? Read what's written above.

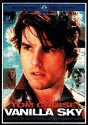
GTA3: TAKING A FREE TOUR

Tired of driving, driving, driving? Let the game do the work for you. Jump on top of a vehicle (you may need to use drugs, walls, bridges etc., but that's your prob-

Cont. on pg. 121

Game	Publisher	Score	Issue
Bust-A-Move 99	Acclaim	●●	19
Buzz Lightyear of Star Command	Activision	●●◖	39
C: The Contra Adventure	Konami	●◖	12
c-12: Final Resistance	Sony CEA	●●◖	58
Caesar's Palace II	Interplay	●●	15
Card Games	Agetec	●◖	50
Cardinal SYN	Sony CEA	●●●	9
CART World Series	Sony CEA	●●●◖	3
Casper: Friends Around the World	Sound Source	●◖	41
Castlevania Chronicles	Konami	●●●◖	50
Castlevania: Symphony of the Night	Konami	●●●●●	2
Castrol Honda Superbike	Electronic Arts	●●	21
Centipede	Hasbro	●	22
Championship Bass	EA Sports	●●●●	33
Championship Motocross 2001 Featuring Ricky Carmichael	THQ	●●●	41
Championship Motocross Featuring Ricky Carmichael	THQ	●●●◖	25
Championship Surfer	Mattel	●●●	41
Chessmaster II	Mindscape	●●●◖	23
Chicken Run	Eidos	●●●	41
Chocobo Racing	Square EA	●●●	23
Chocobo's Dungeon 2	Square EA	●●◖	29
Chrono Cross	Square EA	●●●●●	36
Circuit Breakers	Mindscape	●●●	12
Civilization II	Activision	●●●●◖	18
Clock Tower	Ascii	●●●	2
Clock Tower II: The Struggle Within	Agetec	●●◖	28
Colin McRae 2.0	Codemasters	●●●●●	40
Colin McRae Rally	Sony CEA	●●●●	30
Colony Wars	Psygnosis	●●●●●	4
Colony Wars: Red Sun	Psygnosis	●●●●◖	31
Colony Wars: Vengeance	Psygnosis	●●●◖	14
Command & Conquer: Red Alert	Virgin	●●●◖	4
Contender	Sony CEA	●●●●	17
Contender 2	Bam!	●	41
Cool Boarders 2	Sony CEA	●●●●	3
Cool Boarders 3	989 Studios	●●●	14
Cool Boarders 4	989 Studios	●●●	27
Cool Boarders 2001	Sony CEA	●	39
Countdown Vampires	Bandai	●◖	32
Covert Ops: Nuclear Dawn	Activision	●●◖	34
Crash Bandicoot 2	Sony CEA	●●●●	3
Crash Bandicoot: WARPED	Sony CEA	●●●●●	15
Crash Bash	SCEA/Universal	●●◖	39
Crime Killer	Interplay	●●●	12
Critical Depth	GT Interactive	●●●	3
Croc	Fox Interactive	●●●●	1
Croc 2	Fox Interactive	●●◖	22
Crossroad Crisis	Magetec	●◖	50
Crusaders of Might & Magic	3DO	●●●	30
CTR: Crash Team Racing	Sony CEA	●●●●●	26
CyberTiger	EA Sports	●●●●	27
Dance Dance Revolution	Konami	●●●●	42
Dance Dance Revolution Disney Mix	Konami	●●●●	49
Dance Dance Revolution: Konamix	Konami	●●●●	57
Danger Girl	THQ	●●◖	39
Dark Omen	Electronic Arts	●●	9
DarkStalkers 3	Capcom	●●●●	16
Darkstone	Take 2	●●●◖	43
Dave Mirra Freestyle BMX	Acclaim	●●●◖	38
Dave Mirra Freestyle BMX: Maximum Remix	Acclaim	●●◖	47
Dead in the Water	ASC	●●◖	17
Dead or Alive	Tecmo	●●●●◖	8
Deathtrap Dungeon	Eidos	●●◖	9
Deception III: Dark Delusion	Tecmo	●●●●	31
Demolition Racer	Infogrames	●●●●	26
Destrega	Koei	●●●●	16
Destruction Derby Raw	Midway	●●●●	39
Devil Dice	THQ	●●●◖	13
Diablo	Electronic Arts	●●●●	8
Die Hard Trilogy: Viva Las Vegas	Fox Interactive	●●	31

DVD EGGS



Vanilla Sky DVD

Outtake city and Tom Cruise is the mayor

Vanilla Sky was great. Maybe you didn't "get it," but here's how to find an egg:

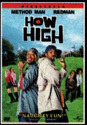
- From main menu select Special Features.
- From there select Photo Galleries.
- The cursor will be at Audio Introduction by Photographer Neal Preston. Press Up. It will highlight Special Features.
- Press Right to illuminate the mask on the right. Press X and watch the outtakes.

From Hell DVD

Stephen Knight interview uncovered

You like blood and gore? Or is it just the darling French prostitute that keeps you coming back? Regardless, follow these steps for extras:

- Put in Disc 2.
- Go to Absinthe Makes the Heart Grow Fonder and push Down, then Right to highlight a surgical instrument.
- Press X to see a Stephen Knight interview.

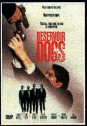


How High DVD

Wasn't this just in theaters?

This crappy movie proved that marketing doesn't make a movie better, it just makes us aware that we don't want to see it. But some of you bought the DVD. The reason? We have no earthly idea. Here's a fun egg to find, though.

- Go to the second bonus material screen.
- Press Left to highlight the small 420 above the blackboard.
- Press X and you'll see a short clip telling you to keep searching.
- When it reverts to the old screen, press Right five times until the girl's boot lights up.
- Press X and you will get another message to keep looking.
- Go to the next bonus screen, highlight Back, but don't select it.
- Press Up.
- Press X, and you'll get more stash clues.
- On the same bonus screen (the third one), highlight DVD newsletter, but, again, don't select it.
- Press Right and the small 420 between the girls will light up.
- Press X and you'll get the prize.

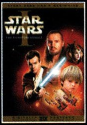


Reservoir Dogs DVD

Egg nog

Heard about the hidden Tarantino interview? We have, and although his career has gone way south, you can't ignore the legend of this flick. Here are the steps to his hidden interview.

- Go to Special Features.
- Hit Left so that the option is over the policeman's ear (tied to the chair).
- A bloody ear appears; press X while on it.
- A "Hidden Features" menu will appear.
- Access the interview.



Star Wars: Episode I SE DVD

We couldn't resist giving you this one

- On Disc 2 select Deleted Scenes .
- Select Deleted Scenes Only.
- Select Complete Podrace Grid Sequence.
- Go to the Documentary menu, press Right.
- See a small highlighted box? Press X.

If you have any extra fresh Easter Eggs, email us at opm@ziffdavis.com and mark your subject line DVD EGGS.

Game	Publisher	Score	Issue
Digimon Digital Card Battle	Bandai	●●●	48
7 Digimon Rumble Arena	Bandai	●●●◖	55

There's not much to say to those of you who are searching for these codes, except that we're sorry that you're a Digimon fan. Oh well.

Omnimon: SERIUS
Gallentmon: KIMJOY
WarGreymon: QRIOUS
Sakuyamon: KENSAN
ImperailDramon: LINMON
MegaGargomon: MINNYN
ImperailDramon Palidin Mode: ROYBOY

Game	Publisher	Score	Issue
Digimon World	Bandai	●◖	36
Digimon World 2	Bandai	●●	46
Digimon World 3	Bandai	●●◖	57
Dino Crisis	Capcom	●●●●	25
Dino Crisis 2	Capcom	●●●●◖	38
Disney's Dinosaur	Ubi Soft	●◖	36
Donald Duck: Goin' Quackers	Ubi Soft	●●●	39
Downhill Mountain Bike Racing	Activision	●●◖	27
Dracula: The Last Sanctuary	DreamCatcher	●●◖	56
Dracula: The Resurrection	DreamCatcher	●●◖	48
Dragon Ball GT	Bandai	●●	4
Dragon Tales: Dragon Seek	NewKidCo	●◖	45
Dragon Valor	Namco	●●●	38
Dragon Warrior VII	Enix	●●●●◖	51
Dragonseeds	Jaleco	●●	15
Driver	GT Interactive	●●●●	24
3 Driver 2	Infogrames	●●●●	40

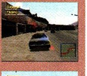
Viva Las Vegas

Secret Area

(The Construction Site doesn't lead you to the secret car like the areas did in both Chicago and Havana. Instead, it's more of a weird plot of land to just drive around and smash into stuff. Follow these steps and you'll be there in no time!)

This area can be found rather easily. Bust through the fence, then proceed straight and jump the ramp that leads over the concrete barrier. Once you're over it, you've entered the secret area.

Secret Car



First, flick the switch near the fence (see location on map) and it will open up a gate as you return to the street. Second, hang a right on your way back from hitting the switch and you'll see the opened gate. Pass through and you'll find your new pickup truck. "Look, mawr, I gots me a newr pigguh truh!"

Invincibility Cheat

(The Invincibility cheat renders you immune to all forms of damage. The cops will still chase you and smash into you, but your damage meter will remain unaffected.)

To gain access to the Invincibility Cheat in your main menu, all you need to do is find the hidden switch located across the street from the MGM Grand Casino.

Then, once you're there, hop out of your car and look for the sign that says "Bingo." Go to the left of the sign and flip the switch between the two black doors—just make sure to save your game to gain access to the cheat!

Game	Publisher	Score	Issue
Ducati World Championship Racing	Acclaim	●●◖	41
Duke Nukem: Land of the Babes	Infogrames	●●◖	40
Duke Nukem: Time to Kill	GT Interactive	●●●◖	14
Duke Nukem: Total Meltdown	GT Interactive	●●●	5
Dukes of Hazzard	SouthPeak	●◖	29
Dukes of Hazzard II: Daisy Dukes it Out	SouthPeak	●●	41
Dune 2000	Electronic Arts	●◖	27
EA Sports Supercross	EA Sports	●●●◖	41
Eagle One: Harrier Attack	Infogrames	●●●	32
Echo Night	Agetec	●●●	23
ECW Anarchy Rulz	Acclaim	●	38
ECW Hardcore Revolution	Acclaim	●◖	30
Ehrgeiz	Square EA	●●●◖	21
Einhänder	Sony CEA	●●●●	8
Elemental Gearbolt	Working Designs	●●●●	11
Eliminator	Psygnosis	●◖	20
The Emperor's New Groove	SCEA	●●●◖	40
ESPN MLS GameNight	Konami	●●●	40
E.T. the Extra-Terrestrial: Interplanetary Mission	NewKidCo	◖	54
Eternal Eyes	Crave	●◖	38
Evil Dead: Hail to the King	THQ	●●◖	41
Evil Zone	Titus	●●●	25
Expendable	Infogrames	●◖	34
F1 2000	EA Sports	●●●◖	33
F1 Championship Season	EA Sports	●●●◖	40
F1 Racing Championship	Ubi Soft	●●◖	39
Family Feud	Hasbro	●●●	39
Family Game Pack	3DO	●●◖	33
Fantastic Four	Acclaim	●●	3
Fatal Fury: Wild Ambition	SNK	●◖	30
Fear Effect	Eidos	●●●●◖	31
Fear Effect 2: Retro Helix	Eidos	●●●●◖	43
Felony 11-79	Ascii	●●●	1
FIFA 98	EA Sports	●●●◖	4
FIFA 99	EA Sports	●●●●◖	17
FIFA 2000	EA Sports	●●●●◖	27
FIFA 2001 Major League Soccer	EA Sports	●●●●◖	39
The Fifth Element	Activision	◖	15
Fighter Maker	Agetec	●●●◖	21
Fighting Force	Eidos	●●●	3
Fighting Force 2	Eidos	●●	29
Final Fantasy Anthology	Square EA	●●●●◖	26
Final Fantasy Chronicles	Sony CEA	●●●●	47
Final Fantasy IX	Square EA	●●●●●	39
Final Fantasy Tactics	Sony CEA	●●●●	5
Final Fantasy VII	Sony CEA	●●●●●	1
Final Fantasy VIII	Square EA	●●●●●	25
Fisherman's Bait	Konami	●●●◖	18
Fisherman's Bait 2: Big Ol' Bass	Konami	●●●	27
Flintstones Bedrock Bowling	SouthPeak	●	37
Ford Racing	Empire	●●◖	44
Formula 1 '98	Psygnosis	●●●●	15
Formula One '99	Psygnosis	●●●◖	28
Forsaken	Acclaim	●●●●	10
Fox Sports Golf '99	Fox Interactive	●●	11
Fox Sports Soccer '99	Fox Interactive	●●◖	11
Freestyle Boardin' '99	Capcom	●●◖	18
Freestyle Motocross: McGrath vs. Pastrana	Acclaim	●●◖	40
Frogger	Hasbro	●●◖	4
Frogger 2: Swampy's Revenge	Hasbro	●●●	38
Front Mission 3	Square EA	●●●●◖	31
Future Cop L.A.P.D.	Electronic Arts	●●●	13
G-Police	Psygnosis	●●●●◖	3
G-Police 2	Psygnosis	●●●●	25
G.Darius	THQ	●●●●	13
Galaga: Destination Earth	Hasbro	●●◖	39
Galerians	Crave	●●●	33
Gallop Racer	Tecmo	●●◖	28
Gauntlet Legends	Midway	●●◖	32
Gekido	Interplay	●●●	34
Gex: Deep Cover Gecko	Eidos	●●●◖	20
Gex: Enter the Gecko	Midway	●●●◖	7
Ghost in the Shell	THQ	●●●●	4
Glover	Hasbro	●●	28
Gold and Glory: The Road to El Dorado	Sony CEA	●●	42
Gran Turismo	Sony CEA	●●●●●	9
8 Gran Turismo 2	Sony CEA	●●●●●	29

Is this the best game ever on the PS one? It makes for an interesting argument. To bring you back to where it all started, or at least to the game that came out after it all started, check these tips.

Arcade tracking

Obtain all licenses in Simulation mode on disc two, including the Super License to get more Arcade mode tracks.

FedEx car

Enter the Gran Turismo League race events until reaching the Pacific League races. Then, enter the Midfield Raceway event to be awarded with an R*Nissan 300ZX GTS FedEx race car. Gets you there on time, every time. Except in the case of *Cast Away.*

Mark Martin's NASCAR #6 Ford Taurus

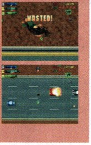
To obtain this car, you must first purchase a Ford Taurus and then perform the Racing modification.

Game	Publisher	Score	Issue
Grand Theft Auto	Take 2	●●◖	10
4 Grand Theft Auto 2	Rockstar	●●●	27
Grand Theft Auto: London 1969	Rockstar	●●◖	22
Grand Tour Racing '98	Activision	●●●	1
Grandia	Sony CEA	●●●●◖	26
Granstream Saga	THQ	●●●	10
The Grinch	Konami/Universal	●◖	39
Grind Session	Sony CEA	●●●●	34
Grudge Warriors	Take 2	●●	34
Guardian's Crusade	Activision	●●●	19
Gundam Battle Assault	Bandai	●●●	40
Gunfighter: The Legend of Jesse James	Ubi Soft	●●◖	52
HardBall '99	Accolade	●◖	15
Harry Potter and the Sorcerer's Stone	EA Games	●●●	53
Harvest Moon: Back to Nature	Natsume	●●●◖	40
HBO Boxing	Acclaim	●●	41
Heart of Darkness	Interplay	●●●●	13
Hello Kitty's Cube Frenzy	NewKidCo	●●◖	20
Herc's Adventures	LucasArts	●●●	2
High Heat Baseball 2000	3DO	●	22
High Heat Major League Baseball 2002	3DO	●●●●	43
Hogs of War	Infogrames	●●●●	38
Hooters Road Trip	Ubi Soft	◖	55
Hoshigami: Ruining Blue Earth	Atlus	●●◖	53
Hot Shots Golf	Sony CEA	●●●●	7
Hot Shots Golf 2	Sony CEA	●●●◖	30
Hot Wheels Turbo Racing	Electronic Arts	●●◖	25
Hydro Thunder	Midway	●●	31
IHRA Drag Racing	Bethesda	◖	53
In Cold Blood	DreamCatcher	●●	49
Incredible Crisis	Titus	●●●◖	38
Inspector Gadget: Gadget's Crazy Maze	Ubi Soft	●●●◖	50
Intelligent Qube	Sony CEA	●●●	2
Intellivision Classic Games	Activision	●◖	28
Int'l. Superstar Soccer '98	Konami	●●●●◖	11
Int'l. Track & Field 2000	Konami	●●●●	27
Invasion From Beyond	GT Interactive	●●	19
Iron Soldier 3	Vatical	●●●●	35
Irritating Stick	Jaleco	●●●	18
ISS Pro Evolution	Konami	●●●●◖	35
The Italian Job	Rockstar	●●●●●	57
Jackie Chan Stuntmaster	Midway	●●●◖	30
Jade Cocoon	Crave	●●●◖	23
Jarrett & LaBonte Stock Car Racing	Codemasters	●●●●	38
Jeopardy!	Hasbro	●●●●	17
Jeopardy! 2	Hasbro	●●●●	29
Jeremy McGrath Supercross 2000	Acclaim	●◖	38
Jersey Devil	Sony CEA	●●	10
Jet Moto 2	Sony CEA	●●●◖	3
Jet Moto 3	989 Studios	●●●◖	26
Jimmy Johnson VR Football	Interplay	●●	2
Jojo's Bizarre Adventure	Capcom	●●●●◖	31
Juggernaut	Jaleco	●●	26
K-1 Grand Prix	Jaleco	●●●◖	28
K-1 Revenge	Jaleco	●●◖	18
Kagero: Deception II	Tecmo	●●●●◖	14

We'd love to keep churning out new codes, but this game is already 100 years old (or close). So these repeats will have to do for now.

Master of your domain

Enter these names to get the following items. You're a superstar gangster now!



10,000,000 Points: BIGSCORE
All Weapons: NAVARONE
Drive A Bus: FARE
Easy Money: MUCHCASH
Level Select: ITSALLUP
Most Wanted: DESIRES
Multiplier x5: HIGHFIVE
No Police: LOSEFEDS
Show Coordinates: WUGGLES
Turbo Mode: IGNITION
Unlimited Energy: LIVELONG

REPLAY FORUM

lem). Then, stand there and enjoy the ride, which will, of course, vary based on the vehicle, area, time of day, etc. You may notice you will slowly inch forward on top of the vehicle, so you will periodically need to step back.

Jeremy Gauthier
elvispizza@rogers.com

Vehicle surfing is actually a lot more difficult to do than Jeremy makes it sound. When we tried, we mostly ended up getting squished. But then, maybe we just suck.

SSX TRICKY: NEW 'CUTS

In Merquery City, take the red sign shortcut through that garage with the cars (the one about halfway down the course).

- **Go through the tunnel, hop onto the first building.**
- **Immediately turn left and hop onto the adjacent building.**
- **Get some speed, go up the rail, and if you do it right, you'll get beamed up by an alien! He'll put you in the woods about 30 seconds ahead of everyone else, easily making this the most effective shortcut in the game.**

Jonathan

SSX TRICKY: EVEN TRICKIER?

You guys never wrote about the best shortcut for Garibaldi! Here's how it goes:

- **Halfway through the track, there will be a fork with a blue arrow to the left, and a red arrow to the right.**
- **Go right.**
- **After about 10 seconds, you'll**

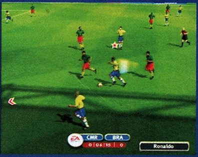
Cont. on pg. 125

2002 FIFA World Cup: Win it all

Any self-respecting sports gamer doesn't read the manual. We know that. So if you've seen some of this info before, forgive us. We just want you to be the best vid-footie player this side of the Orient. The key to this game is being patient and letting the game come to you.

• Shining Stars

See that star over a few different players' heads? That means they're real good-like. But it generally means they're superstars at one particular aspect of the game. If you plan on knowing your team, take a second to go into your Team Management menu and then go to Substitute. Look to the bottom of the screen for attributes. The big-timers will have a rating of seven in a category that has earned them the "Star" designation. Once you know who has the best skills, really play to them. Otherwise, your starts are probably going to waste.



• Speed Kills

This is the most simulation-oriented soccer you may ever play. Which means it's slow. Which also means that it's more strategic. Which also means that if you're playing on Pro or World Cup difficulty, hammering the Turbo button is generally going to wear out your team without helping them win. Just remember that your guys will get tired, so use their legs wisely. If you've got a line to the goal, speed burst. But don't speed burst on defense when you have the ball on your foot.

• Sub-way, Your Way

To American sports fans removing your star player from a game, particularly when the game is tied, makes no sense. But in soccer, it does. If you're playing a longer game and your striker has a 60 on fatigue, he's going to be useless. Instead, put in a sub (good teams have deep benches) and get to hitting the Turbo button as madly as needed to score the Golden Goal.

• Shooting Star

For anyone who has ever watched a soccer match knows, when a player is trying to score a goal, accuracy is just as important as power. If you're going to hold down the shoot button for a long time, it might cause you considerable trouble picking your spots. Just hold the button for a shorter amount of time, and you'll be surprised by how accurate your kicks will be.

SEN
FRA
0 13:36 0
Trezeguet

• Analogous

Everyone knows that the Dual Shock has analog buttons, but tell that to the guy with a breakaway in the World Cup finals. But before you obliterate those buttons by pressing them as hard as you can during tense situations, remember that touch is where it's at. If you press the Square button lightly, for instance, you'll get a higher lob. Particularly useful when you're trying to drop the ball over a few defenders. The same analog situation applies to taking a shot on goal. If you just use a little touch you can surprise the goalie and curve the lazier shots into the corner of the goals. It'll take some getting used to, but if you're going to dominate, it's worth the effort.

• Fake Out

You're one on one with the keeper and you're tired of waling the ball wide. Here's a tip that'll have a huge impact on your game. When you're going in, hold down R2 and L2 and then press Circle. Your player will fake his shot, then do a bit of a shimmy. Chances are the goalie will stutter-step in reaction to the fake and that means you could hammer the ball past him.

• Showing Off

Juggling is great for showing off for pretty ladies and getting on a Nike commercial. But in *FIFA* it's actually good to surprise the defense and create a shot you wouldn't normally get. When you receive a pass, press R1 to start the juggle then use your shoulder buttons (tapping and double-tapping) to keep the ball in the air. While the defense is admiring your footwork, wait for a teammate to sprint to the net, then press X to pass to them or press Circle to take the shot yourself.

AUS
ARG
0 24:16 0
Aimar

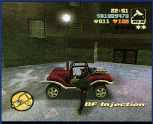
• All World

You can unlock five hidden teams in *World Cup*, which get the best players from each continent. But to unlock them, you'll have to win. Below are the teams you can unlock and how to get them.

All-Americas team: Win Cup with a team from North or South America.
All-European team: Win Cup with a team from Europe or Oceania.
All-Asian team: Win Cup with a team from Asia.
All-Africa team: Win Cup with a team from Africa.
All-World team: Unlock every one of the above teams.

GTA3: SOME TOUGH STUFF

The game is still red hot, but you still can't finish it? No longer! Plus, try flying a tank!



Joey's hot rod

Wild rides

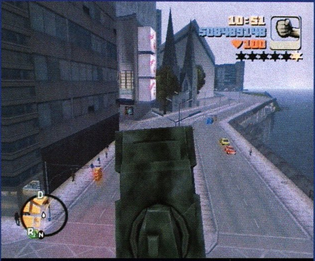
If you're collecting cars to turn into the garages, there are a couple you might have a hard time finding. Here's a few that might cause you problems, and how to get them:

Joey's Hot BF Injection

- Get to Staunton Island.
- Return to Portland and go to the park where you answered the phone calls and first dropped off Misty.
- At different times of day it will disappear, so speed up time using this code: Triangle, Up, Right, Down, Square, L1, L2.

Mr. Whoopee and the Flatbed

- Start a Vigilante or Firetruck mission.
- Look around for them during the mission; they'll show up.



OK, so we had a bad takeoff, but it works!

Flying Artillery

To fly the Tank, find an open road, use the Flying Cars code (Press Right, R2, Circle, R1, L2, Down, L1, R1 during gameplay. A message will confirm correct code entry. Accelerate and press Up to fly). Turn the turret around backward and fire as fast as you can while holding Down. When you have enough speed, stop holding Down and the tank will start to soar. Then level it by pressing Up and Down.

The real key is to *never ever* use the Up button except to land. When your tank starts to dive, don't do anything. It'll catch air.

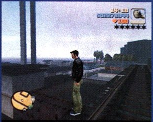
If you want to turn, tap the controller the way you want to go.

A view to a kill

Hitting Salvatore

We've all seen gangster flicks. We know the deal: If someone tries to cap you and he misses, you cap him back. It's the gangster life. So when you have to give Salvatore a dirt nap, even though you might still feel loyal, fuhgeddaboutit. Here are the steps:

- Before talking to Asuka, get the convertible Viper-style car from around the corner and park it in front of her house.
- After you get the mission, hop into your ride and haul ass to Portland.
- You should get to the hideout in plenty of time, but don't go too close. Instead tuck yourself under the movie-theater awning.
- Load up your sniper rifle and fire away when Salvatore shows.



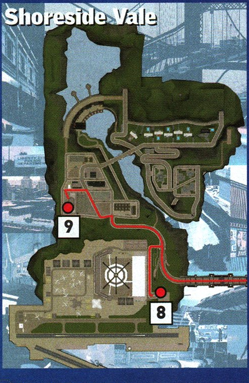
You're *soooo* close

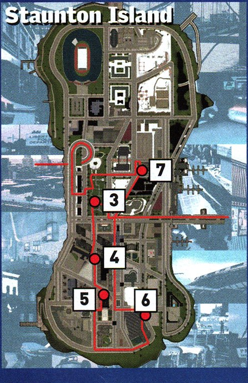
Hopping atop Liberty Pharmaceuticals

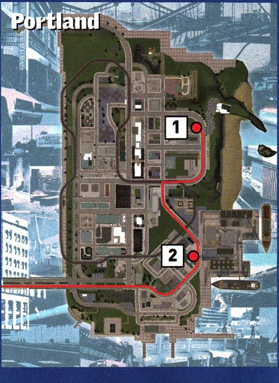
Can't get up to the top of Liberty Pharm (the building on the opposite corner of Joey's garage), yet you want the secret package that's stashed up there? Follow these directions:

- Go to the subway tracks in Portland.
- Run around until you see two smokestacks to the right (pictured above).
- Go onto the girder (also pictured above) and be careful. If you drop off, you'll have to start over—plus it'll hurt.
- Sprint and then jump from the ledge of the girder.
- Follow the building around to the right to get the goods.

We've heard nothing but puzzlement about the Espresso-2-Go challenge in Shoreside Vale. A few e-mails a day asking about it. The trick? Have maps. Which is what you'll find below. The other trick? Be patient and start in Portland. It's a long drive, but with the maps it should take you only one run. If you're ambitious, though, try starting at #9 and ramming #1 at the end. Just remember to get a vehicle with speed and size, and ram right into the Spank stands. We prefer the rugged Cartel Cruiser.







Game	Publisher	Score	Issue
Kartia	Atlus	●●●●	12
Kensei Sacred Fist	Konami	●◖	17
Kickboxing	Agetec	●	58
Killer Loop	Crave	●●●	27
King of Fighters '99	Agetec	●●●●	41
KISS Pinball	Take 2	●◖	46
Klonoa	Namco	●●●●●	6
Knockout Kings	EA Sports	●●●◖	16
Knockout Kings 2000	EA Sports	●●●●	27
Knockout Kings 2001	EA Sports	●●●●	39
Konami Arcade Classics	Konami	●●◖	23
Koudelka	Infogrames	●●●	35
Kurt Warner's Arena Football Unleashed	Midway	●●●	34
The Land Before Time: Great Valley Racing Adventure	TDK Mediactive	●●●	46
The Land Before Time: Return to the Great Valley	Sound Source	●●◖	39
Largo Winch .// Commando Sar	Ubi Soft	◖	57
Legacy of Kain: Soul Reaver	Eidos	●●●●◖	25
The Legend of Dragoon	Sony CEA	●●●●◖	34
Legend of Legaia	Sony CEA	●●●●	19
Legend of Mana	Square EA	●●◖	35
Lego Island 2: The Brickster's Revenge	Lego Media	●●◖	46
Lego Rock Raiders	Lego Media	●	37
The Lion King: Simba's Mighty Adventure	Activision	●◖	42
The Little Mermaid II	THQ	●●●●	39
Lode Runner	Natsume	●●◖	4
Looney Tunes Racing	Infogrames	●●◖	39
Looney Tunes: Sheep Raider	Infogrames	●●◖	51
The Lost World: Jurassic Park	Electronic Arts	●	2
Lunar: Silver Star Story Complete	Working Designs	●●●●◖	22
Lunar 2: Eternal Blue Complete	Working Designs	●●●●	40
Madden NFL 98	EA Sports	●●●●	2
Madden NFL 99	EA Sports	●●●●◖	13
Madden NFL 2000	EA Sports	●●●●●	25
Madden NFL 2001	EA Sports	●●●●●	37
Madden NFL 2002	EA Sports	●●●●◖	49
Martian Gothic: Unification	Take 2	●●●◖	52
Marvel Super Heroes	Capcom	●●	2
Marvel Super Heroes vs. Street Fighter	Capcom	●●●◖	18
Marvel vs. Capcom EX	Capcom	●●◖	30
Mary-Kate and Ashley: Magical Mystery Mall	Acclaim	●●●◖	40
Mary-Kate and Ashley: Winners Circle	Acclaim	●●◖	45
Mass Destruction	ASC	●●◖	3
Mat Hoffman's Pro BMX	Activision	●●●●	45
Maximum Force	Midway	●◖	2
MDK	Playmates	●●◖	3
Medal Of Honor	Electronic Arts	●●●●	27
Medal Of Honor Underground	Electronic Arts	●●●●	39
MediEvil	Sony CEA	●●●●	14
MediEvil II	Sony CEA	●●●◖	32
Mega Man Legends	Capcom	●●●●	12
Mega Man Legends 2	Capcom	●●●◖	39
Mega Man X4	Capcom	●●●	4
Mega Man X5	Capcom	●●●◖	41
Mega Man X6	Capcom	●●●	53
Men In Black– The Series: Crashdown	Infogrames	●●●	54
Metal Gear Solid	Konami	●●●●●	14
Metal Gear Solid VR Missions	Konami	●●●●	25
Metal Slug X	Agetec	●●●●	43
Micro Machines	Midway	●●●●●	5
Micro Maniacs	Codemasters	●●●●	32
Mike Tyson Boxing	Codemasters	●●	39
The Misadventures of Tron Bonne	Capcom	●●●●	31
Miss Spider's Tea Party	Simon & Schuster	●●●	41
Missile Command	Hasbro	●●●	28
Mission: Impossible	Infogrames	●●	28
MK Mythologies	Midway	●●◖	3

Game	Publisher	Score	Issue
MLB 98	Sony CEA	●●●	1
MLB 99	Sony CEA	●●●●	9
MLB 2000	989 Studios	●●●●	21
MLB 2001	989 Studios	●●●	33
MLB 2002	Sony CEA	●●	46
MLBPA Bottom of the 9th '99	Konami	●●●◖	12
Mobil 1: Rally Championship	Electronic Arts	●●●	32
Monaco Grand Prix	Ubi Soft	●●●◖	21
Monkey Hero	Take 2	●●	18
Monkey Magic	Sunsoft	●	29
Monopoly	Hasbro	●●●	5
Monster Rancher 2	Tecmo	●●●●	26
Monster Rancher Battle Card: Episode II	Tecmo	●●●◖	36
Monster Rancher Hop-A-Bout	Tecmo	●●●◖	41
Monster Seed	Sunsoft	●●◖	20
Monsters, Inc.	Sony CEA	●●●◖	51
Mort the Chicken	Crave	●◖	41
Mortal Kombat: Special Forces	Midway	●◖	36
Mortal Kombat 4	Midway	●●●◖	11
Moto Racer	Electronic Arts	●●●●●	3
Moto Racer 2	Electronic Arts	●●●●◖	14
Moto Racer World Tour	Infogrames	●●●●	40
⑥ Motocross Mania	Take 2	●	48
This game stinks, you shouldn't have bought it. There are better $10 games around. Go find them.			
Motorhead	Fox Interactive	●●●◖	14
Mr. Domino	Acclaim	●●●◖	15
Mr. Driller	Namco	●●●●	33
Ms. Pac-Man Maze Madness	Namco	●●●●	38
MTV Music Generator	Codemasters	●●●●	28
MTV Sports: Pure Ride	THQ	●●●◖	39
MTV Sports: Skateboarding featuring Andy MacDonald	THQ	●	39
MTV Sports: Snowboarding	THQ	●●●◖	27
MTV Sports: T.J. Lavin's Ultimate BMX	THQ	●●	45
The Mummy	Konami	●●◖	41
Muppet Monster Adventure	Midway	●●●●	39
Muppet Race Mania	Midway	●●●◖	39
N.GEN Racing	Infogrames	●●◖	35
N20	Fox Interactive	●●	11
Nagano Winter Olympics '98	Konami	●●	6
NASCAR 98	EA Sports	●●●●	3
NASCAR 99	Electronic Arts	●●●●	14
NASCAR 2000	EA Sports	●●●●	26
NASCAR 2001	EA Sports	●●◖	38
NASCAR Heat	Hasbro	●●●◖	40
NASCAR Rumble	Electronic Arts	●●●◖	31
NASCAR Thunder 2002	EA Sports	●●	52
NBA Fastbreak '98	Midway	●●◖	4
NBA Hoopz	Midway	●●●	43
NBA In the Zone '98	Konami	●●◖	7
NBA In the Zone '99	Konami	●●●◖	19
NBA In the Zone 2000	Konami	●●◖	28
NBA Live 98	EA Sports	●●●●◖	3
NBA Live 99	EA Sports	●●●●	16
NBA Live 2000	EA Sports	●●●●◖	28
NBA Live 2001	EA Sports	●●●●	39
NBA Live 2002	EA Sports	●●●◖	53
NBA ShootOut 98	Sony CEA	●●●◖	8
NBA ShootOut 2000	989 Studios	●●●	30
NBA ShootOut 2001	989 Studios	●●◖	39
NBA ShootOut 2002	Sony CEA	●●●◖	50
NBA Showtime: NBA on NBC	Midway	●●●	28
NBA Tonight	ESPN Digital	●●●	14
NCAA Final Four '99	989 Studios	●●●◖	18
NCAA Final Four 2000	989 Studios	●●●◖	28
NCAA Final Four 2001	Sony CEA	●●	40
NCAA Football 98	EA Sports	●●	2
NCAA Football 99	EA Sports	●●●●◖	12
NCAA Football 2000	EA Sports	●●●●	25
NCAA Football 2001	EA Sports	●●●◖	36
NCAA GameBreaker 98	Sony CEA	●●●●	4
NCAA GameBreaker 99	989 Studios	●●●●	15
NCAA GameBreaker 2000	989 Studios	●●●	25
NCAA GameBreaker 2001	Sony CEA	●●◖	37
NCAA March Madness 98	EA Sports	●●●●	7

PS2 GREATEST HITS

GRAN TURISMO 3: A-SPEC

Cheater's Corner

You can't cheat your way to a top license, but you can get one up on your competition during a real race. Certain tracks—like Apricot Hill and Trial Mountain—have chicanes on them that aren't bordered by walls. That's your cue to do a little "agricultural racing" and cut corners by driving through the grass or dirt surrounding them. It's not the most noble way to win a race, but we're in this for fun and profit, not to gain the respect of a bunch of faceless competitors. Right?

Also, try using other cars as bumpers. If you're following an opponent into a turn and want to get past him, don't use your brake. Instead, hit him as he slows down for the turn. It should put him into the wall and slow you down enough to make the turn comfortably. Likewise, if you're in a turn and have a car on the outside of you, accelerate early. Don't worry if you start to slide out, since the car beside you will keep you on the track. Of course, he might hit the wall in the process. Oh well, them's the breaks.

Offroad, anyone?

Jiffy Lube

Change your oil after every race or series in Gran Turismo mode. When your oil light comes on, you can bet your car's about 20hp less powerful. That may not sound like a lot, but it's usually the difference between first or second place in the Professional league.

GT auto
25,000

Every 3,000 miles or less

SMUGGLER'S RUN

Mission 33-Repo Man Blues

Here's where it all begins. This is where *Smuggler's* experts are born. We suggest using the SUV because you're going to get banged around silly.

First, drop off the cliff where you start, then hop onto the dirt path. Then go west over the mountain and down to the lake. Now go to the paved road once the trail ends, then follow it west (around the lake).

When you get to the road intersection, drive southwest off the road and find the first checkpoint. After you hit it, go southeast. You see the two valleys between big hills? Go to the left since the one on the right is roadblocked. Now go south, following the arrow until you arrive at the river. Drive across the waterway to find a dropoff point near the redwood forest. After tagging it, drive east on the river. Remember to stay high on the hill until you find the peak. Then jump from the peak onto the road.

Follow the road northwest for a spell, then go northwest over the hill when the road takes a turn to the left. Use the flattest path in this area. You'll find the next checkpoint in a valley.

Now head northwest on the dirt road, then east on the paved one, then into the tunnel. Watch out for a roadblock at the end of the tunnel. After getting past that mess, go east across the hills until you get to the next checkpoint. Then spin a quick 180 and drive back through the tunnel you came from. Follow the road east, then sound and you'll find the finish. The road may feel slow, but it's easier than crossing the mountains with the law on your tail.

Taking the Contraband Back

Instead of chasing these guys all over the countryside, here's a trick that'll help you get the contraband to your base before they can get it to theirs.

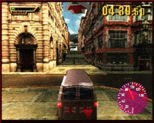
Instead of chasing, just wait at the enemy dropoff (the one with blue flares). When they try to get to their base, they'll hit you, turn over the goods, and you can motor to your dropoff. It works wonders.

02:54
$796,250
15118
82 MPH

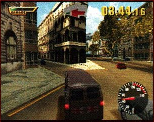
Ahh, the sandy beaches

THE ITALIAN JOB: TURIN/ALPS

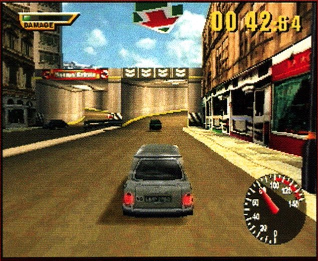
Turin is tough, but it features arguably the greatest mission of any game ever made



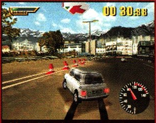
Torino Tours: Up the stairs



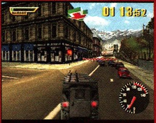
Torino Tours: Quick left



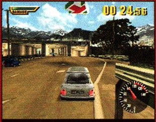
Mafia Mania: Head into the exit ramp on the right



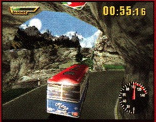
Maf. Mania: U-turn here



Convoy: Avoid the law



Maf. Mania: Go right



Home Free: The big jump

TORINO TOURS

This mission is little more than a sightseeing tour, but it'd be nice if these guys had more than eight minutes to see Turin. What's the rush? Dinner at the most hop-pin'est pasta joint?

The first thing you'll need to do is to bust through the cones on the right. Then take the highway exit ramp on the left. Easy business.

Next, after you check out the Traffic Control HQ, head up the slim stairs to your left. It's not going to be easy to make that turn in the VW bus, but you can manage. Wind around through the stairway and be on your way.

Losing the mafia is your biggest challenge, but it won't be if you follow these two steps:

1. Blaze straight past them up the staircase (the mafia car is pointing the opposite direction).

2. Take two immediate lefts. You'll go down a slim alleyway, and by the time you've driven down it, the Mafia'll be long gone.

For the power station, you're going to get a headache trying to find it. But it's easy. Look for the road where the wooden fence is on your left and the chainlink fence is on your right. Head down that path and you're in the money.

Finding the mansion just takes some time. At least one and a half minutes, we'd say.

MAFIA MANIA

Getting your girlfriend close to the airport is a bear. Ultimately, you're going to have to deal with the torture of getting through the highway bowties that just might tie you up in knots. You've got under a minute and a half to pull it off, so veer to the left and take the first right you can. Follow that straightaway for what seems like forever, then go up the right-hand tunnel, follow it around, then do a U-turn when you can burn through that set of cones on the right. Then follow the right side again, and follow it, finally, into the airport.

TRAFFIC TAPE CAPER

Open areas equate to being followed by cops. Repeat that to yourself. It'll help you remember.

Now follow these directions or you'll hit an open, cop-heavy area:

Spin 180° and turn right. Follow that until you turn left. Keep going straight for a spell, then turn right into the first alley you spy. Then left, right, then you'll see an entrance to an underground parking lot. Enter and swipe the bike.

Once the bike is in tow, exit through the entrance opposite the one you came in. Turn left, right, left. Then the arrow will spin in a hurry. Follow it and it'll lead you to do your dirty work.

The level's real problem arises after the bike gets tossed. Out of the gates, turn left hard. Then the first right, the next right, then go straight for a long while. You're going to get a flood of coppers on your tail, but they'll disappear if you keep hustling to the spot.

Getting back to the mansion is a breeze after that. So get to it.

INTERFERENCE

You're just going to have to suck it up and drive around for this one. The cameras are everywhere, and there are more than 20 of them. So don't go off lollygagging because you're trying to find one in the remote corners of Turin. It'll lead to ruin.

CONVOY

Pay attention. From the Mansion, turn left, then the next soft left. Drive on and you'll see tunnels. Head to the one farthest to the right. Go through the tunnel, then straight. Then turn on the second left (not any dirt paths, stay on the streets). Turn right, then right again. Go straight and the arrow will try to lure you left, but don't follow it. Take the left after that. Then take the next left. Then the next right. The traffic will be buzzing, but plow through. Then you're set. See, you paid attention.

THE GETAWAY

Write in when you come up with a better driving game mission than this one. As far as we can tell, this is it. Remember, you don't have to floor it always. Your teammates will slow down if you do.

First, after you duck through the first sign of traffic, don't brush the bumpers of your buds. Spin out to the left, under the archway. No need to make that severe turn at the start.

Then, when you're coming out of the checkerboard-tiled subway, don't go more than 60. Cut to the right at a low speed and you'll get into the underground easily.

Third, you don't need to follow your friends up the staircase. Just drive around. It's probably for the best.

Fourth, slow down before trundling down the dirt path. Really.

Fifth, you *have* to make that ramp. And it's easier to make a ramp at 60 than 100. *Capisce*?

Sixth, slow down to enter the water. We're talking 40 mph.

RED, WHITE & BLUE

You have to stay close to the truck without hitting it for five seconds. It sucks when you're on the third car, but it can be done.

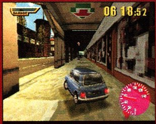
HOME FREE

There is little time and you're in a huge-ass bus. It's important to do three things and do three things well: Use the shortcut, crash the Mafia and jump a cliff.

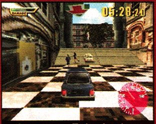
The shortcut is imperative. It's to your left on a dirt road. There's no reason to slow down until you're at the end of it, getting back onto the main road.

For the Mafia, angle your bus so you can just barely tap the car, but keep a straight line on the track. Otherwise, you'll fall.

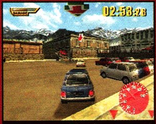
The final challenge is to beat the clock, but there's only one way to do it. I know what you're thinking. You're thinking you can weave through and make it if you just keep trying. Wrong. See the jump in the screenshot below? That's your salvation. Hit it to the right side of the incline and if you timed it right, if your angle and speed were right, you can jump the cliff. Then it's you and the clock, baby.



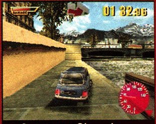
Getaway: Early shortcut



Getaway: Take it slow



Getaway: The key ramp



Getaway: Slow down

Game	Publisher	Score	Issue
NCAA March Madness 99	EA Sports	●●●	18
NCAA March Madness 2000	EA Sports	●●●●	29
NCAA March Madness 2001	EA Sports	●●	41
Nectaris: Military Madness	Jaleco	●●●●	17
Need for Speed III	Electronic Arts	●●●●	8
Need for Speed: High Stakes	Electronic Arts	●●●●◖	20
Need for Speed: Porsche Unleashed	Electronic Arts	●●●◖	33
Need for Speed: V-Rally	Electronic Arts	●◖	3
Need for Speed: V-Rally 2	Electronic Arts	●●●◖	28
Newman/Haas Racing	Psygnosis	●●	7
The Next Tetris	Hasbro	●●●	24
NFL Blitz	Midway	●●●●●	13
NFL Blitz 2000	Midway	●●●●●	24
NFL Blitz 2001	Midway	●●●◖	38
NFL GameDay 98	Sony CEA	●●●●●	1
NFL GameDay 99	989 Studios	●●●●	13
NFL GameDay 2000	EA Sports	●●●●	25
NFL GameDay 2001	989 Studios	●●◖	37
NFL GameDay 2002	Sony CEA	●●	49
NFL Xtreme	989 Studios	●●	11
NFL Xtreme 2	989 Studios	●◖	24
NHL 98	EA Sports	●●●●	2
NHL 99	EA Sports	●●●●◖	15
NHL 2000	EA Sports	●●●●	26
NHL 2001	EA Sports	●●●●	38
NHL Blades of Steel 2000	Konami	●●	28
NHL Breakaway 98	Acclaim	●●●	2
NHL Championship 2000	Fox Interactive	●●●	27
NHL FaceOff 98	Sony CEA	●●●●●	2
NHL FaceOff 99	989 Studios	●●●●	14
NHL FaceOff 2000	989 Studios	●●●●	26
NHL FaceOff 2001	Sony CEA	●●●●◖	38
NHL Rock the Rink	Electronic Arts	●●●●	32
Nick Toons Racing	Infogrames	●●●	48
Nightmare Creatures	Activision	●●●◖	3
Nightmare Creatures II	Konami	●●	33
Ninja: Shadow of Darkness	Eidos	●◖	15
Nuclear Strike	Electronic Arts	●●●●◖	3
O.D.T.	Psygnosis	●◖	15
Oddworld: Abe's Exoddus	GT Interactive	●●●●◖	15
Oddworld: Abe's Oddysee	GT Interactive	●●●●	1
Omega Boost	Sony CEA	●●●●	25
One	ASC	●●●●	4
One Piece Mansion	Capcom	●◖	50
Pac-Man World	Namco	●●●●◖	25
Pandemonium! 2	Midway	●●●◖	3
Panzer Front	Agetec	●●●◖	51
PaRappa the Rapper	Sony CEA	●●●●●	2
Parasite Eve	Square EA	●●●●	12
Parasite Eve II	Square EA	●●●●◖	37
Persona 2: Eternal Punishment	Atlus	●●●●	41
Peter Jacobsen's Golden Tee Golf	Infogrames	●●●◖	41
PGA Tour 98	EA Sports	●●●	3
Pipe Dreams 3D	Empire Int.	●●	52
Pitfall 3D	Activision	●●	9
Play With The Teletubbies	Knowledge Adv.	●●	36
Pocket Fighter	Capcom	●●●●	11
Point Blank	Namco	●●●◖	6
Point Blank 2	Namco	●●●◖	20
Point Blank 3	Namco	●●●◖	44
Polaris SnoCross	Vatical	●●◖	38
Pong	Hasbro	●●●◖	27
Pool Hustler	Activision	●●●●	15
Populous: The Beginning	Electronic Arts	●◖	21
Porsche Challenge	Sony CEA	●●●◖	1
Power Play Sports Trivia	Ubi Soft	●●	58
Power Rangers Lightspeed Rescue	THQ	●◖	40
Power Shovel	Acclaim	●●●	49
Power Soccer 2	Psygnosis	●●●	5
Power Spike Pro Beach Volleyball	Infogrames	●●◖	41
The Powerpuff Girls: Chemical X-Traction	Bam!	●◖	51
Poy Poy	Konami	●●●	3
Pro 18 World Tour Golf	Psygnosis	●●	19
Pro Pinball: Big Race USA	Empire	●●●◖	37
Pro Pinball: Fantastic Journey	Empire	●●●◖	37
Pro Pinball: Timeshock!	Take 2	●	10
Psybadek	Psygnosis	●●	15
Punky Skunk	Jaleco	●●●	6
Putter Golf	Agetec	◖	53
Puzzle Star Sweep	Agetec	●●◖	43
Q*bert	Hasbro	●●◖	28
Quake II	Activision	●●●●	27
R-Type Delta	Agetec	●●●●◖	23
R-Types	Ascii	●●●◖	17
R4: Ridge Racer Type 4	Namco	●●●●	20
Racing	Agetec	◖	43
Railroad Tycoon II	Take 2	●●●	30
Rainbow Six	Red Storm	●	27
Rally Cross 2	989 Studios	●●●◖	15
Rampage	Midway	●●◖	4
Rampage 2: Universal Tour	Midway	●	21
Rampage Through Time	Midway	●◖	36
Ray Tracers	THQ	●●●	5
RayCrisis	Working Designs	●●●	38
Rayman 2: The Great Escape	Ubi Soft	●●●●	35
Rayman Brain Games	Ubi Soft	●●●	50
Rayman Rush	Ubi Soft	●●●	57
Razor Freestyle Scooter	Crave	●●●	41
RC de GO!	Acclaim	●●●●	40
RC Revenge	Acclaim	●●●◖	37
RC Stunt Copter	Titus	●●●●	25
Re-Volt	Acclaim	●●	26
Ready 2 Rumble	Midway	●●●◖	27
Ready 2 Rumble Round 2	Midway	●●●	40
Red Asphalt	Interplay	●◖	3
Reel Fishing	Natsume	●●●	3
Reel Fishing II	Natsume	●●	34
Resident Evil: Director's Cut	Capcom	●●●	2
Resident Evil 2	Capcom	●●●●●	6
Resident Evil 2 Dual Shock	Capcom	●●●●●	13
Resident Evil 3 Nemesis	Capcom	●●●●◖	27
Resident Evil Survivor	Capcom	●◖	38
Rhapsody: A Musical Adventure	Atlus	●●●	35
Rising Zan	Agetec	●●●●	24
Risk	Hasbro	●●●●	11
Rival Schools	Capcom	●●●●	14
Riven: The Sequel to Myst	Acclaim	●●●●●	6
Road Rash 3D	Electronic Arts	●●●	11
Road Rash: Jail Break	Electronic Arts	●●	30
Rock 'Em Sock 'Em Robots	Mattel	●●●	41
Rocket Power Team Rocket Rescue	THQ	●◖	5
Rogue Trip	GT Interactive	●●●◖	14
Roll Away	Psygnosis	●●●●◖	13
Rollcage	Psygnosis	●●●◖	19
Rollcage Stage II	Psygnosis	●●●◖	31
Romance of the Three Kingdoms VI	Koei	●●	30
Roswell Conspiracies: Aliens, Myths & Legends	Red Storm	●	48
RPG Maker	Agetec	●●●●◖	35
Rugrats: Totally Angelica	THQ	●●●◖	48
Rugrats in Paris: The Movie	THQ	●●●	41
Runabout 2	Hot-B	●	36
Running Wild	989 Studios	●●	14
Rushdown	Electronic Arts	●●	19
Sabrina, the Teenage Witch: A Twitch in Time!	Knowledge Adv.	◖	45
SaGa Frontier	Sony CEA	●●●◖	8
SaGa Frontier 2	Square EA	●●●◖	29
Saiyuki: Journey West	Koei	●●●◖	47
Saltwater Sportfishing	Agetec	●●◖	52
Sammy Sosa High Heat Baseball 2001	3DO	●●	32
Sammy Sosa Softball Slam	3DO	●●	33
Samurai Shodown: Warrior's Rage	SNK	●◖	36
Scooby-Doo and the Cyber Chase	THQ	●●	52
Scrabble	Hasbro	●●◖	28
Sentinel Returns	Psygnosis	●●	11
Sesame Street Sports	NewKidCo	●●●◖	54
Shadow Madness	Crave	●●◖	19
Shadow Man	Acclaim	●◖	27
Shadow Master	Psygnosis	●●●●	5
Shadow Tower	Agetec	◖	28
Shanghai: True Valor	Sunsoft	●●●	20
Sheep	Empire	●●●	41
Shipwreckers	Psygnosis	●●●	3
Shooter: Space Shot	Agetec	●●●◖	48
Shooter: Starfighter Sanvein	Agetec	●●	43
Silent Bomber	Bandai	●●●●	30
Silent Hill	Konami	●●●●	18
Silhouette Mirage	Working Designs	●●●◖	29
Sim Theme Park	Electronic Arts	●●◖	33
The Simpsons Wrestling	Taito	●●	45
Skullmonkeys	Electronic Arts	●●●●●	6
Skydiving Extreme	Banpresto	●◖	49
Sled Storm	Electronic Arts	●●●●	24
Small Soldiers	Electronic Arts	●◖	15
Smurfs	Infogrames	●●●●	29
Smurf Racer	Infogrames	●●	45
Sno-Cross Championship Racing	Crave	●◖	37
Snowboarding	Agetec	●●	43
Soul of the Samurai	Konami	●◖	24
South Park	Acclaim	●◖	27
South Park: Chef's Luv Shack	Acclaim	●	28
South Park Rally	Acclaim	●◖	29
Space Invaders	Activision	●●●	27
Spawn: The Eternal	Sony CEA	●●	4
Spec Ops: Covert Assault	Take 2	●	52
Spec Ops: Ranger Elite	Take 2	●	46
Spec Ops: Stealth Patrol	Take 2	●	34
Speed Punks	Sony CEA	●●●●◖	32
Speed Racer	Jaleco	●●	8
Speedball 2100	Empire	●●◖	40

Game	Publisher	Score	Issue
② Spider-Man	Activision	●●●●●	37

It's refreshing that a great movie means that everyone starts buying great games again. The influence of the ol' web head.

Join the Marines, the sub-marines

The Sub-Mariner is the last guy in the character viewer. To get him in there, do this:

- Enter "What If? Mode" code (GBHSRSPM).
- Reach "Spidey vs. Carnage!" level.
- You'll be able to see The Sub-Mariner peeking in through one of the windows, outside of the boss area.
- Be sure to see him in full view to add him to the character viewer.

Alternate Daily Bugle Scene

Here's something you might not expect from the team at Neversoft:

- Enter the password RULUR at the cheats screen to unlock Neversoft president Joel Jewett.
- Start a new game. When you're prepped to fight Scorpion, J. Jonah Jameson will be replaced by Jewett who'll be clad in a stylish T-shirt and shorts.

Game	Publisher	Score	Issue
⑩ Spider-Man 2 Enter: Electro	Activision	●●●◖	50

Even though this game didn't fare as well as the first PS one effort, it's still worth a play. Fun, webs, super-villains. What's not to love?

Alex Ross white costume

You'll need to complete the game on Kid mode to unlock the Alex Ross white costume.

Big Feet Mode

Enter "STACEYD" at cheats menu.

Big Head Mode

Enter "ALIEN" at cheats menu.

Complete Training

Enter "CEREBRA" at cheats menu.

Game	Publisher	Score	Issue
Spin Jam	Take 2	●◖	38
SpongeBob SquarePants	THQ	●●	51
Sports Car GT	Electronic Arts	●●◖	21
Spyro: Year of the Dragon	Sony CEA	●●●●●	39
Spyro 2: Ripto's Rage!	Sony CEA	●●●●◖	27
Spyro the Dragon	Sony CEA	●●●●	13
Star Ocean: The 2nd Story	Sony CEA	●●●●◖	22
Star Trek: Invasion	Activision	●●●●◖	37
Star Wars: Episode I—			

REPLAY FORUM

see a blue *Tricky* sign. Go through it and Rahzel will say, "Prepare for somethin' big."

- It'll look like you're on the Untracked course. Follow it down until you see another blue sign. If you want to get back to the track sooner, take it, but I recommend staying on the powder.
- You'll come to several gaps with a lot of nice trick opportunities. Clear each gap (there are five or six), then it'll come back to the main track right before the finish.

This is perfect for high scores in Showoff or an easy first place in Race mode!

Cory Smith
CORYDRUMS2@aol.com

***GTA3*: SHOOT THE MOON, LITERALLY**

When you shoot the moon with the sniper rifle, it turns from a small moon to a giant moon. This has made me and my friends crazy because we can't figure out what it does. Can you enlighten me?

Matt Gabrielson
third420eye@lycos.com

Well, Matt, it seems you've answered your own question. When you shoot the moon, it changes size. But that's it. Oh, and Salvatore turns into a werewolf. Kidding. Sorry.

***FFX*: THE ULTIMATE WAKKA**

I've been working on the "ultimate

Cont. on pg. 127

BASEBALL FEVER

High Heat 2003: Extra Innings

If you love baseball but can't seem to hit a ball out of the infield yourself, then there's nothing better this summer than High Heat. If you've loaded the new rosters from the demo disc, then you know how wonderful life can be. Every major leaguer is now represented, meaning you know exactly who's on your squad. So we figured we could hit you up with some more tips. Here goes.

• Are you a Hall of Famer? You should be

This is a tip for the *High Heat* newcomers, not for those who have been hard at work on a season for the last couple of months. If you're just starting out, play on the Hall of Fame difficulty level. It's insanely hard and you're going to run into a lot of problems early in the season, but sooner than later, you're going to realize that you could crush the competition. We talked to the makers of *High Heat* and they said that testers who started on the lower difficulty settings could never catch up, skill-wise, with the testers who played on the Hall of Fame setting. Then again, the testers weren't accountable for the really tough-to-watch animations.

• Pitching patterns

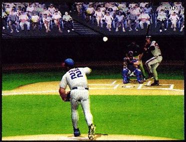
You still haven't noticed that every time you face Al Leiter that he's busting you in on the hands with a cutter? Or that he's throwing fastballs away to start you off? Well you should know, because otherwise you're sleepwalking through the season. No matter how realistic of a baseball game this is, it's still a video game. And that means that pitchers are going to have patterns. Randy Johnson rings up righties with that sharp slider. Mike Mussina will throw that biting curve in on your hands and it'll flutter over the inside corner. So watch for these types of patterns!

• Stealing signs

We've mentioned this before, but we'll say it again: The computer will react to how quickly you pick your pitch and throw to home plate. So pause after you've selected your pitch. Don't just pick a pitch and throw it. Then again, quick pitching could be an advantage. If you quickly pick the pitchout, you might get easy outs if your catcher has a strong arm.

• Prior-ity

One guy who missed the roster update was Chicago Cubs phenom Mark Prior, considered the greatest college pitcher ever. Instead of having you look up all the stats, we figured we'd help you out.



General
Number: 22
Position: Pitcher
Complexion: Light
Face: Clean
Height: 6'5"; Weight: 225
Body Type: Average
Pitching
Throwing Arm: Right
Delivery Style: 3/4
Power: 9/10
Control: 7/10
Endurance: 6/10
Effectiveness: 8/10
Ground Ball ratio: 4/10
Pitches: Fastball, Curve, Cutter, Slider
Hitting
Bat Side: Right
Average: 4/10
Power: 5/10

• Edit this!

We ran this last month in our Tricks Forum, but in case you missed it, here it goes again:

This cheat allows you to access the game editor, so you can set up any specific game situation. To turn on the code, press Start and press Square, Square, Circle, Circle, L1, R1. You will hear a chime. Then press all four shoulder buttons (L1, L2, R1, R2) to activate the code.

Dave Langelier
langerlier@attbi.com

Game	Publisher	Score	Issue
Jedi Power Battles	LucasArts	●●◖	33
Star Wars: Episode I—The Phantom Menace	LucasArts	●●●	25
Star Wars: Masters of Teräs Käsi	LucasArts	●●●	4
Star Wars Demolition	LucasArts	●●●◖	41
Steel Reign	Sony CEA	●●●	2
Streak	GT Interactive	●●◖	15
Street Fighter Alpha 3	Capcom	●●●●●	21
Street Fighter Collection	Capcom	●●●	4
Street Fighter Collection 2	Capcom	●●●	16
Street Fighter EX Plus Alpha	Capcom	●●●●	2
Street Fighter EX2 Plus	Capcom	●●●	33
Street Sk8er	Electronic Arts	●●◖	19
Street Sk8er 2	Electronic Arts	●●●	32
Strider 2	Capcom	●●●◖	34
Striker Pro 2000	Infogrames	●●●●	33
Strikers 1945	Agetec	●●◖	44
Suikoden II	Konami	●●●●	26
Superbike 2000	EA Sports	●◖	32
SuperCross 2000	EA Sports	●◖	29
SuperCross Circuit	989 Studios	●●●◖	28
Surf Riders	Ubi Soft	●◖	35
Sydney 2000	Eidos	●●	38
Syphon Filter	989 Studios	●●●●	18
Syphon Filter 2	989 Studios	●●●◖	31
Syphon Filter 3	Sony CEA	●●●◖	52
T'ai Fu	Activision	●◖	19
T.R.A.G.	Sunsoft	●●●	20
Tactics Ogre	Atlus	●●●◖	12
Tail Concerto	Atlus	●●●◖	26
Tales of Destiny	Namco	●●●●	13
Tales of Destiny II	Namco	●●●◖	49
Tarzan	Sony CEA	●●●◖	24
Team Buddies	Midway	●●●◖	38
Team LOSI RC Racing	Fox Interactive	●●◖	13
9 Tekken 3	Namco	●●●●●	9

Tekken 4 is on its way, we promise. We saw it at E3. Really. But until that day comes, enjoy these codes for part three.

Anna loves the exotic animals

- Play with Anna in any mode 25 times in a row.
- Select her by pressing Start and she'll be wearing a 1920-ish zebra skin outfit.

Cinema Paradiso

Beat the game in Arcade mode with all 22 characters and Theater mode will appear.

Going medical with Dr. Boskonovitch

Collect the bronze, silver and gold keys in *Tekken Force* by completing it three times. Then play through one more time. After you beat the boss of the last stage, you will be taken to an underground cave to fight the doctor. If you beat him, he's selectable.

Game	Publisher	Score	Issue
Tenchu	Activision	●●●●	14
Tenchu 2: Birth of the Stealth Assassins	Activision	●●●	37
Tennis	Agetec	●●	53
Tennis Arena	Ubi Soft	●●◖	4
Test Drive 4	Accolade	●●●◖	3
Test Drive 5	Accolade	●●●◖	15
Test Drive 6	Infogrames	●●●◖	27
Test Drive Le Mans	Infogrames	●●◖	34
Test Drive: Off Road 3	Infogrames	●●	26
Thousand Arms	Atlus	●●●●	26
Thrasher: Skate & Destroy	Rockstar	●●●◖	29
Threads of Fate	Square EA	●●●◖	35
Thunder Force V	Working Designs	●●●	13
Tiger Woods 99 PGA Tour Golf	EA Sports	●●●●	16
Tiger Woods PGA Tour 2001	EA Sports	●●●◖	41
Tigger's Honey Hunt	NewKidCo	●●●●	41
Time Crisis: Project Titan	Namco	●●●	45
Tiny Tank	Sony CEA	●●	25
Tiny Toon Adventures: Plucky's Big Adventure	Conspiracy	●◖	50
Tiny Toons: The Great Beanstalk	NewKidCo	●●●●	18
TOCA 2	Activision	●●●●◖	27
Tom & Jerry in House Trap	Eidos	●●●	41
Tom Clancy's Rainbow Six: Rogue Spear	Red Storm	●●◖	45
Tomb Raider II	Eidos	●●●●◖	4
Tomb Raider III	Eidos	●●●◖	16
Tomb Raider: Chronicles	Eidos	●●◖	41
Tomb Raider: The Last Revelation	Eidos	●●●●	29
Tomba!	Sony CEA	●●●●	11
Tomba! 2: The Evil Swine Return	Sony CEA	●●●●	29
Tomorrow Never Dies	Electronic Arts	●●●◖	28
Tonka Space Station	Hasbro	●●◖	41
Tony Hawk's Pro Skater	Activision	●●●●◖	26
Tony Hawk's Pro Skater 2	Activision	●●●●●	38
Toonenstein: Dare to Scare	Vatical	●●◖	29
Torneko: The Last Hope	Enix	●●	40
Toy Story 2	Activision	●●●	28
Toy Story Racer	Activision	●●●	44
Transformers: Beast Wars Transmetals	Bam!	●	36
Trap Gunner	Atlus	●●◖	13
Treasures of the Deep	Namco	●●●●	1
Trick'n Snowboarder	Capcom	●◖	25
Triple Play 99	EA Sports	●●◖	9
Triple Play 2000	EA Sports	●●●●◖	20
Triple Play 2001	EA Sports	●●●●●	32
Triple Play Baseball	EA Sports	●●◖	44
Turbo Prop Racing	Sony CEA	●●●	11
Twisted Metal III	989 Studios	●●◖	16
Twisted Metal 4	989 Studios	●●●●	28
Twisted Metal: Small Brawl	Sony CEA	●●◖	52
Tyco RC: Assault With a Battery	Mattel	●●	38
Ultimate 8-Ball	THQ	●●●●	22
Ultimate Fighting Championship	Crave	●●◖	40
Um Jammer Lammy	Sony CEA	●●●◖	24
The Unholy War	Eidos	●●●	14
Uprising X	3DO	●●●	17
Urban Chaos	Eidos	●●	33
Vagrant Story	Square EA	●●●◖	33
Valkyrie Profile	Enix	●●●●	36
Vampire Hunter D	Jaleco	●●	37
Vanark	Jaleco	●●●	32
Vandal Hearts II	Konami	●●●◖	27
Vanguard Bandits	Working Designs	●●◖	33
Vanishing Point	Acclaim	●●●◖	44
Vegas Games 2000	3DO	●●●◖	27
V.I.P.	Ubi Soft	●●	51
Vigilante 8	Activision	●●●●	10
Vigilante 8: Second Offense	Activision	●●●	29
Virtual Kasparov	Titus	●●	49
VR Baseball 99	Interplay	●●●◖	11
VR Sports Powerboat Racing	Interplay	●	10
Vs.	THQ	●	3
Walt Disney World Quest Magical Racing Tour	Eidos	●●◖	33
Walt Disney's Jungle Book Rhythm n' Groove	Ubi Soft	●●●	41
War Jetz	3DO	●●	48
WarGames: DefCon 1	MGM Interactive	●●●●	12
Warpath: Jurassic Park	Electronic Arts	●●	27
Warriors of Might and Magic	3DO	●●●	41
Warzone 2100	Eidos	●●●●	22
WCW Backstage Assault	EA Games	●●	40
WCW Mayhem	Electronic Arts	●●●◖	26
WCW Nitro	THQ	●●◖	5
WCW/nWo Thunder	THQ	●	17
The Weakest Link	Activision	●●●◖	51
Wheel of Fortune	Hasbro	●●●●	17
Wheel of Fortune 2	Hasbro	●●●●	39
Who Wants to Be a Millionaire: 2nd Edition	Sony CEA	●●◖	35
Who Wants to Be a Millionaire: 3rd Edition	Sony CEA	●◖	47
Wild 9	Interplay	●●●◖	15
Wild Arms 2	Sony CEA	●●●◖	33
The Wild Thornberrys: Animal Adventure	Mattel	●◖	41
WipeOut 3	Psygnosis	●●●●	26
Woody Woodpecker Racing	Konami	●●	40

Game	Publisher	Score	Issue
World Cup 98	EA Sports	●●●	10
World Destruction League: Thunder Tanks	3DO	◖	39
The World Is Not Enough	Electronic Arts	●●●	40
World's Scariest Police Chases	Activision	●●	47
Worms Armageddon	Hasbro	●●●◖	27
Worms World Party	Ubi Soft	●●●●	55
Wu-Tang Shaolin Style	Activision	●●●	28
WWF Attitude	Acclaim	●●●●	24
WWF SmackDown!	THQ	●●●●◖	31
WWF SmackDown! 2	THQ	●●●●●	40
WWF War Zone	Acclaim	●●●●	12
X-Bladez: Inline Skater	Crave	◖	55
X-Files	Fox Interactive	●●●	28
X Games Pro Boarder	ESPN Digital	●●●●	14
X-Men: Children of the Atom	Acclaim	●●	6
X-Men: Mutant Academy	Activision	●●●	36
X-Men: Mutant Academy 2	Activision	●●●	50
Xena: Warrior Princess	Electronic Arts	●●●◖	26
Xenogears	Square EA	●●●●	14
You Don't Know Jack!	Berkeley Systems	●●●●◖	25
You Don't Know Jack! Mock 2	Sierra	●●	40
1 Yu-Gi-Oh: Forbidden Memories	Konami	●◖	57

Here are some code passwords for cards starting with the letters A-D. If you keep buying it, we'll keep more cards coming. Keep in mind that you will need a certain amount of Starchips to get the cards when you do use these passwords.

Card	Password
Ancient Elf	93221206
Ansatsu	48365709
Battle Ox	05053103
Beaver Soldier	32452818
Blue Eyes White Dragon	89631139
Book of Secret Arts	91595718
Card Destruction	72892473
Castle Walls	44209392
Celtic Guardian	91152256
Change of Heart	04031928
Curse of Dragon	28279543
Darkfire Dragon	17881964
Dark Hole	53129443
Dark Magician	46986414
Dark World Thorns	43500484
De-Spell	19159413
Doma the Angel of Silence	16972957
Dragon Capture Jar	50045299
Enchanting Mermaid	75376965
Fiend Reflection #2	02863439
Fire Grass	53293545
Fissure	66788016
Flame Ghost	58528964
Flame Swordsman	45231177
Gaia The Fierce Knight	06368038
Giant Soldier of Stone	13039848
Great White	13429800
Green Phantom King	22910685
Gyakutenno Megami	31122090
Hane-Hane	07089711
Harpie Lady Sisters	12206212
Judge Man	30113682
King Fog	84686841
Kojikocy	01184620
Last Will	85602018
Mammoth Graveyard	40374923
Man-Eater Bug	54652250
Man-Eating Treasure Chest	13723605
Monster Reborn	83764718
Monster-egg	36121917
M-Warrior #2	92731455
Mystical Elf	15025844
Mystical Sheep #2	83464209

TELL US WHAT YOU THINK

Drop us an email, let us know what you like the best about our Replay section, what you'd like to see more of, and even what you could do without. Send your comments to: opm@ziffdavis.com, with REPLAY in the subject line.

REPLAY FORUM

weapons" in *Final Fantasy X* and I manage to get all of them except Wakka's. You said that I need to have all of his four overdrives first in order to get the sigil as a random grand prize in Blitzball. Please tell me how to get Wakka's four overdrives, so I can complete my work. Thank you!

Cristian
cristianc81@hotmail.com

SPIDER-MAN (PS2): BE AN ANTI-HERO

To unlock the Green Goblin mode, which allows you to play through the game as Gobbie's son Norman, beat the game once on either Hero or Superhero difficulty. The story will be changed slightly by doing this.

David Langelier
langelier@attbi.com

TIGER WOODS PGA TOUR 2002: CLUBBING OUT

To carry 17 clubs, do the following on the Club Select screen:

- **Unselect the 4 Iron and 6 Iron.**
- **Select the 5 Wood and 7 Wood.**
- **Unselect the 7 Wood.**
- **Select the 1 Iron.**
- **Unselect the 2 Iron.**
- **Select the AW.**
- **Begin your round.**

In addition to the required clubs, you should possess the 3W, 5W, 1I, 2I, 3I, 4I, 6I, 7I, 8I, 9I, PW, AW and LW. If I figure out how to obtain the 7W as well, I'll stop by and whisper it in Zoe's ear.

lenndogg
@localnet.com

Reader Reviews

FORUM EXTRA

To buy or not to buy. To rent or not to rent. To write a smart, to-the-point reader review to help your reading brothers and sisters, or to sit on your bum and play more *Medal of Honor*. You choose. If you're up for it, write a review and send it to opm@ziffdavis.com. Try to keep the length relatively short, and remember that not every game deserves a 5-disc rating just because you like it! Be savvy. Be critical and impress us.

Red Card Soccer 20-03

What you said: "*Red Card* is not terrible, but I was expecting so much more. It seems Midway tried to play this soccer game too much down the middle, and that was a mistake. I wanted to be able to call for a line of blockers to blaze a trail down the field watching bodies fly as I made my way for a supernatural high-flying (a la *Matrix*) Bicycle kick or something crazy.

Working hard to set up five perfect passes and getting yourself into a solid shooting/scoring position only to have Bruce "Pele" Lee come flying out of nowhere with a kick into your head to break up the play is beyond frustrating.

> **"The game fails to support any real reason for playing through to the end."**

I'm an average fan of soccer and *FIFA* still rules on PS2. Not a bad first soccer effort, but hopefully Midway gets wackier than that guy yelling *"Goooooal-lalalalalalala!"* for next season's game."

Your Score ●●●◖

Jeff Belsky
OhJTBehaaave@cs.com

What we said: "While *Blitz* and *Hitz* both fit perfectly into Midway's over-the-top, pain-first, scoring-second identity, *Red Card* doesn't."

Our Score ●●●

Devil May Cry

What you said: "I bought my PS2 after the recent price drop. To get things started, I wanted a game I could turn on and play and not really think about. I chose *Devil May Cry* because I had heard many good things about it and, aside from the short demo at the mall, I never really sat down and played it.

The game is great. Just when you think Capcom can never do anything new with the *Resident Evil* formula, they come up with something else. The puzzles are actually logical this time, and the action is wonderful. My only complaint is the pieced-together look of some of the cutscenes (any scene showing Dante's sword, for example). That is just a minor flaw, and I think it is a worthy title for anyone's PS2 library."

Your Score ●●●●◖

Drew Mitchell
lamanama@hotmail.com

What we said: "With the exception of a rather throwaway plot, absolutely no part of *Devil May Cry* escapes the realm of coolness superior."

Our Score ●●●●●

SSX Tricky

What you said: "*SSX* was great. The purest, most perfect snowboarding game you could and still can get. It's sequel, isn't as good.

This game will provide some fun for the first couple of weeks, but then the excess stuff in the level, and the flaws will catch up to you and annoy the dung out of you. It's good, but flawed. You've been warned."

Your Score ●●●◖

Ian Laflotte
nindigi@yahoo.com

What we said: "*Tricky* is so good that it will eat away at your time much the way the first one did."

Our Score ●●●●●

Escape from Monkey Island

What you said: "When I saw *Monkey Island* was out on the PS2, I went right out and bought it. From the moment I turned it on, it was everything I could want in a game. A new point-and-click adventure game was exactly what the video-game world needed. The humor is laugh-out-loud funny, something very rare in games. The characters are all great and unforgettable. The moment I finished the game, I had an urge to play again. And I did just that. The game presents a challenge every time, but it's all fun all the way. It also contains some of the best voice acting I have ever heard. This game is a piece of art and is pure genius! If LucasArts makes another one, I'll be the first to buy it."

Your Score ●●●●●

Snootchiebootchies720@yahoo.com

What we said: "It's very intuitive and very easy to pick up, and it's carried out with a refreshing tongue-in-cheek attitude."

Our Score ●●●●●

Largo Winch .// Commando Sar

What you said: "Does this game even classify as anything? Even the title turns you away from buying this embarrassment. There's no depth, no control possible, no difficult challenge.

It deals with so-called "secret agent" guys battling it out with bad people. The puzzles you have to solve make the whole thing worse, as the game fails to support any real reason for playing through to the end. That sinks the game even lower than it already is. Why did I play this? I don't know, and when you play this, you won't know either."

Your Score ◖

Michael Medina
MICHAE2414@aol.com

What we said: "Dumb name. Dumb game."

Our Score ◖

POSTCARDS FROM E3

OUR THOUGHTS ON THE BEST, WORST AND WEIRDEST OF THE 2002 SHOW

GAME(S) OF THE SHOW

Joe: *FFXI, SOCOM, The Getaway*
Gary: *Kingdom Hearts, Dark Cloud 2*...and all those other tasty RPGs. Yum!
Todd: *NCAA 2003, Tony Hawk 4, NBA 2K3*
John: I think *SOCOM* and *The Getaway* both take some beating, but *Kingdom Hearts* just blew me away. Again.
Chris: *Contra: Shattered Soldier, NCAA Football 2003*
Sam: *Contra, Shinobi, Soul Calibur 2*

COOLEST TREND

John: Cel-shaded/cartoony games.
Todd: Sega Sports integrating ESPN.
Joe: *Duh.* Online, baby!
Gary: I gotta agree with John on the cel-shading thing. Love it.
Sam: Yep, John's right. Everything looks good when it's cel-shaded.
Chris: Celebrity voiceovers for games (*Kingdom Hearts, X-Men: Wolverine's Revenge* and *Malice*, to name a few)

KEEP AN EYE OUT FOR

Gary: *BG&E, XIII, Wild Arms 3*
Joe: *BG&E, Treasure Planet, Gladius*
John: *War of the Monsters, Red Dead Revolver, XIII*
Todd: *The Sims, NBA 2K3, NHL Hitz 2003*
Chris: *Wolverine's Revenge, The Two Towers*, everything LucasArts
Sam: *Contra, BG&E, War of the Monsters, .hack, GunGrave, Splinter Cell*

BIGGEST SURPRISE

Todd: Hot model-type L.A. dames were giving me their phone numbers.
Joe: That Todd's girlfriend hasn't broken up with him over hot model-type L.A. dames giving him their phone numbers.
Oh, and *The Thing*. It rocks!
Gary: Discovering at the Sony party that I actually dig Outkast.
John: Some of the best games were on the PC...*Doom III, The Sims Online* and *Command & Conquer Generals* all proved that the consoles haven't completely taken over. That, and that hot model-type L.A. dames were even speaking to Todd, let alone giving him their phone numbers.
Sam: No lie. Rachel Hunter started a conversation with me at the Sony celeb party.

BIGGEST BUMMER

Todd: Rockstar didn't show the most anticipated game: *GTA Vice City*. Sucky.
Joe: *Auto Modellista*'s online play. Wow, that car behind me just materialized in front of me!
Gary: When all the bars at the Sony party ran out of vodka. I had to resort to drinking lite beer out of a can with a straw!

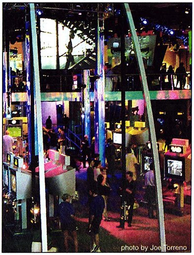


photo by Joe Torreno

John: Where were all the decent racing games? Where was *GT Concept*?
Chris: *Batman: Dark Tomorrow* looks like it'll suck. [*A Kemco Batman game sucking? Impossible! —Ed.*]
Sam: No *GTA Vice City*. Come on, Rockstar, the game's coming out this year and you couldn't even show us a glimpse? Too good for E3, are you?

COOLEST MOMENT

Todd: When John Madden commentated the Madden online game between Daunte Culpepper and Jevon Kearse.
Joe: Seeing *Rygar* throw his Diskarmor at a support column in a huge ruin, causing the entire building to collapse.
Gary: Joking around with *Kingdom Hearts* director Tetsuya Nomura during an hour-long interview.
John: Driving around the streets of London in *The Getaway* and recognizing tons of stuff.
Chris: Being smiled at by one of Hugh Heffner's seven Playmate girlfriends. (I would have made a move, but she's obviously in a committed relationship.)
Sam: Madden. He was hilarious.

BEST GAME ON AN "OTHER" SYSTEM

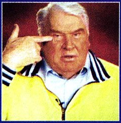
Sam: *Zelda* on GameCube
Joe: Yeah, I'll second the *Zelda* shout-out. It'll be the reason I buy a GameCube.
Gary: *Zelda*. Hands down.
John: I'd say *Zelda*, but you already did...so it's a toss-up between *Metroid* on GameCube or *Splinter Cell* on Xbox.
Chris: I wouldn't say *Zelda* just because I can't freakin' stand what they've done to its look! Grr...anyway, I'd say *Metroid*.
Todd: There are *other* systems? Cool.

E3 QUOTE MACHINE

If you pay close attention at E3, someone's going to say something especially amusing. We caught these quotes on tape at the world's biggest gaming party.

"The coolest motherf—rs on the planet!"
—Kaz Hirai, president of Sony CEA, introducing Outkast at the Sony party

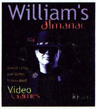
"All these characters, and we've never resorted to killing someone off to evoke emotion. If we're going to make you cry, we're going to make you cry with an honest story."
—Yoshitaka Murayama, producer of *Suikoden III*, making a sly reference to *Final Fantasy VII*



"It all comes down to who's got the more highly developed optifroculon."
—John Madden, on who would win the online game between Vikings QB Daunte Culpepper and Titans DE Jevon Kearse at Sony's press conference

"I *really* shouldn't have done that last night..."
—Todd Zuniga and Gary Steinman on Wednesday, Joe Rybicki on Thursday, John Davison on Friday, Chris Baker (and Todd again) on Saturday, and Sam Kennedy every day

BAD READIN'



Ever heard of Jean-François William? We hadn't either until E3. He's the author of the *William's Almanac*. Given out to every registered E3 attendee, the book claimed to tell "everything you ever wanted to know about video games." Instead, it turned out to be a tool for laughter for the *OPM* staff. Inside this never-copy-edited gem we found more mistakes than we could count. Here's just a few of our favorites:

"Soul Reader 2"
Is Raziel taking the leap into edutainment? Not quite. But apparently you can "expect about 20 hours of delightful mishaps!" What? Is soul sucking really that delightful?

"SSX Big"
Is this a sequel, Jean-François? Because we haven't heard of it. Oh, wait. You haven't either, because it doesn't exist.

"Star War: Rogue Leader"
Beware, GameCube owners: "The quality of the visuals will drive you to the outer limit of your abilities," which might complicate things when you attack "mighty Darkstar," "Darth Vader's hideout."

Onimusha: Warlords
We'd love a game that could pull this off: "The intro scene will just blow you..." Sounds great!

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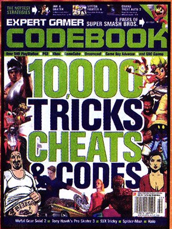

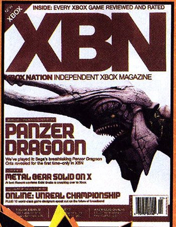
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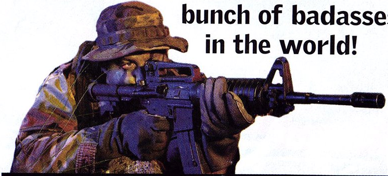
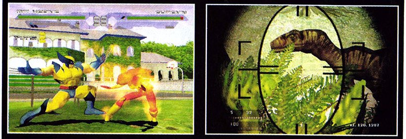
OFFICIAL U.S. PlayStation MAGAZINE

SOCOM: U.S. Navy SEALs

The ultimate survival guide for the PS2's first online game. Everything you need to know to mix it up with the toughest bunch of badasses in the world!





Plus: Play *TimeSplitters 2* and *X-Men: Next Dimension*; see *Turok: Evolution* in action; go behind the scenes with *Kingdom Hearts*; and more, all on our next demo disc!

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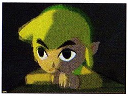

The Big Three

No, not Sony, Nintendo and Microsoft. *EGM* is talking about the GameCube's heavy hitters: Mario, Metroid and Zelda. *EGM* gives you the lowdown on these Cube titles you just can't live without. Plus: an E3 report card.

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GAMENOW

Fall Preview

GameNOW will tease and torment you with all the games you're going to want. Yep, it's a super-duper fall preview, featuring coverage on all the surefire hits. Also: *Stuntman* reviewed, plus tons of strategy and codes.

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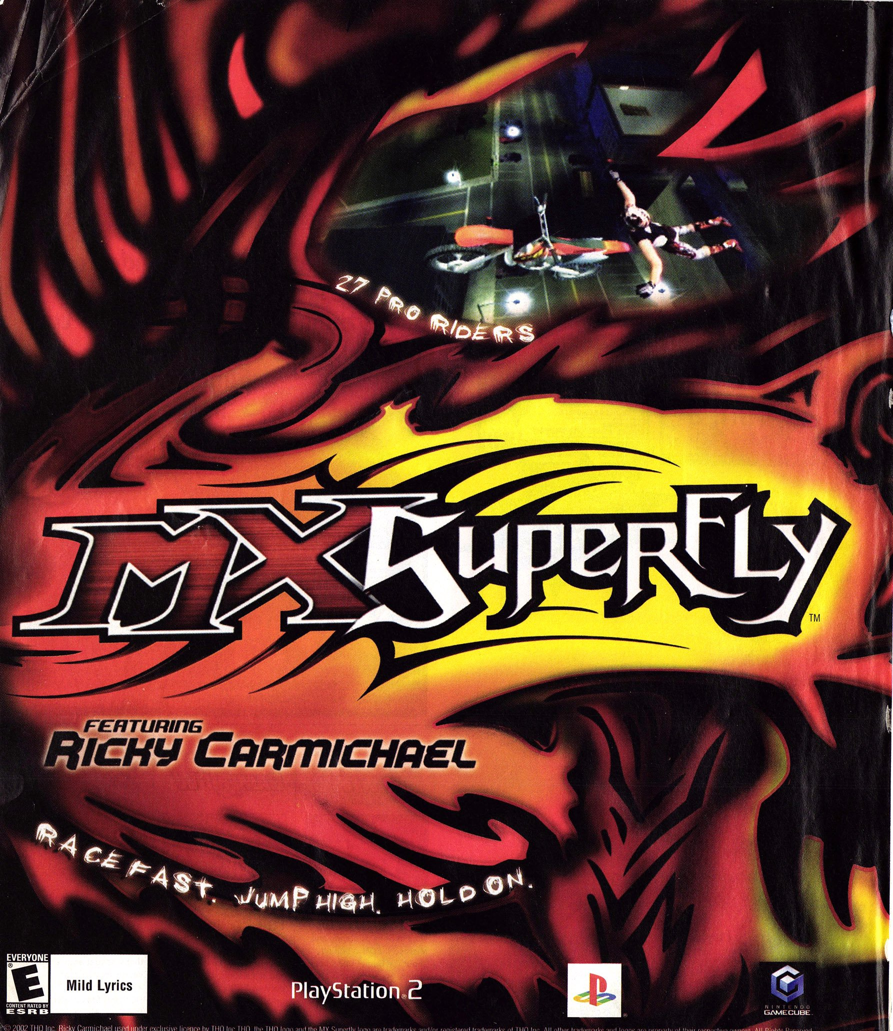
COMPUTER GAMING WORLD

All *Night* Long

Bioware revived D&D on the PC with *Baldur's Gate*—but that was just a warmup. Get set for *Neverwinter Nights*—a multiplayer RPG that'll let Dungeon Masters around the globe share their adventures online!

Editorial content subject to change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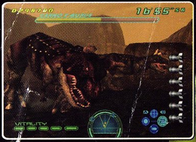

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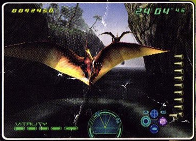

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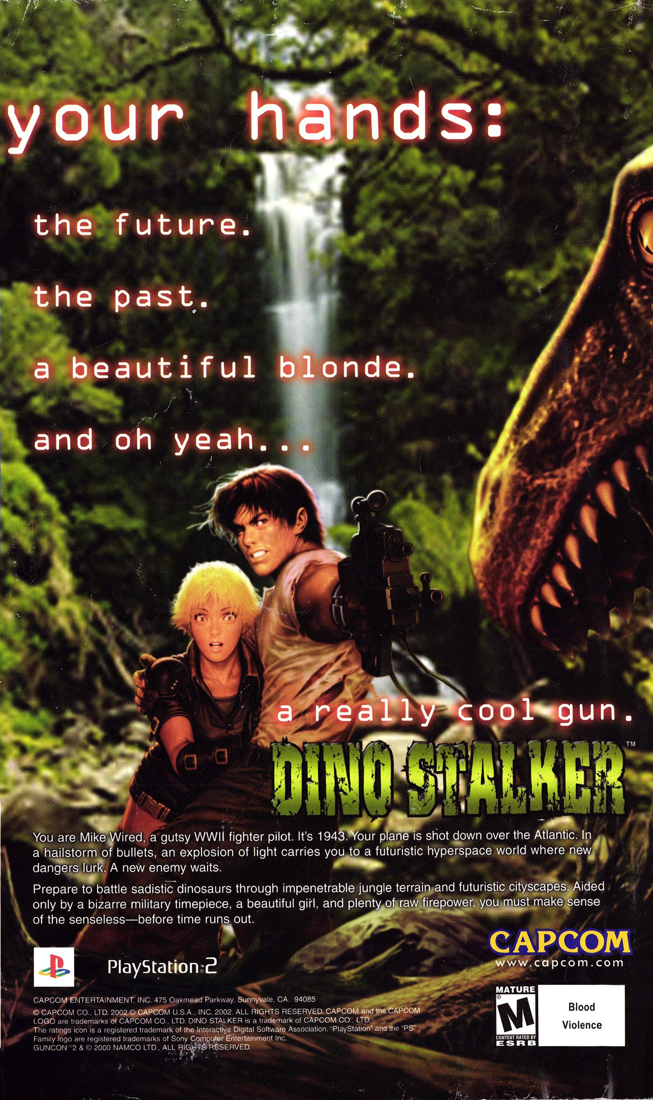

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